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ISSUE 19

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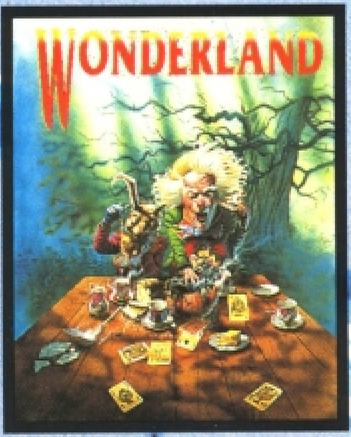
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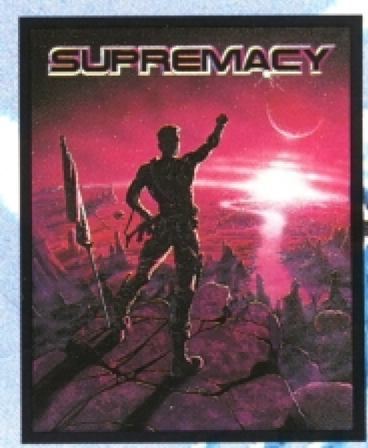
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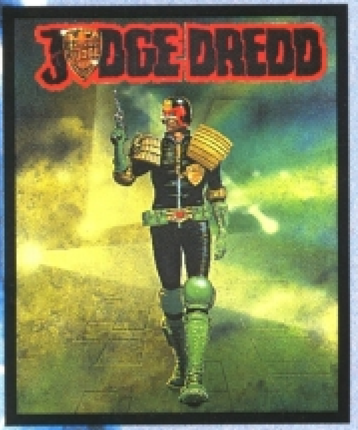
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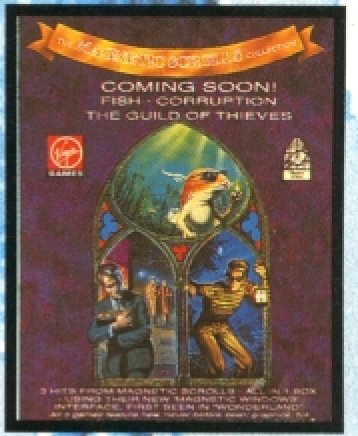
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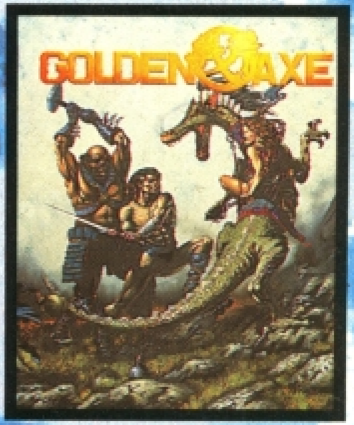
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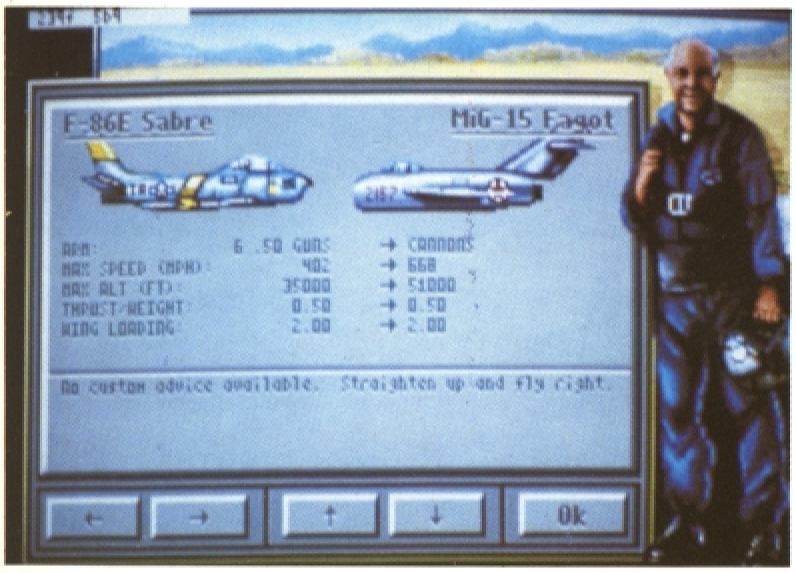
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ZERO 19



This Brat will make you ga-ga. Page 32



Chuck Yeager goes for a jaunt down Mig. Alley – page 35.



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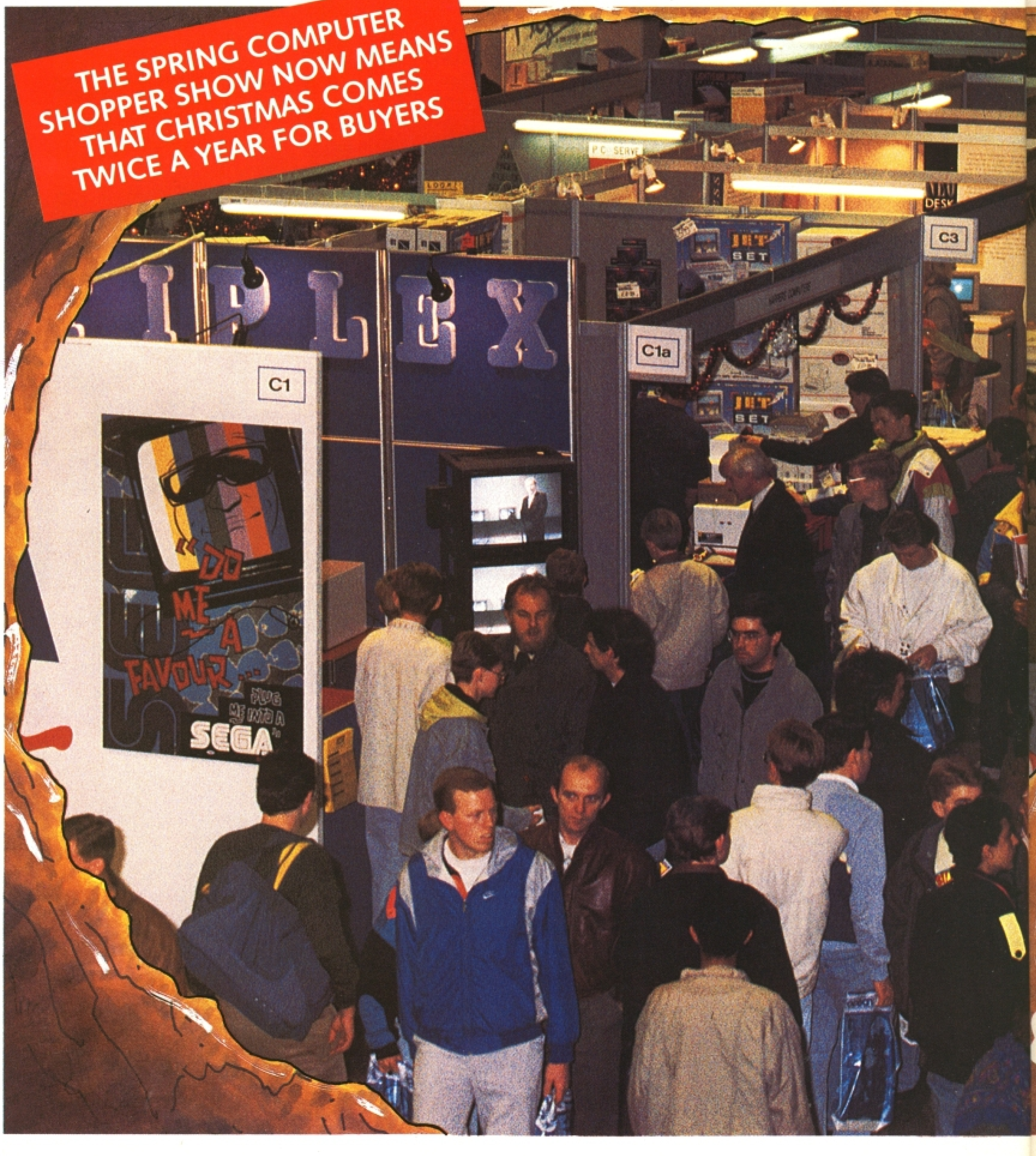
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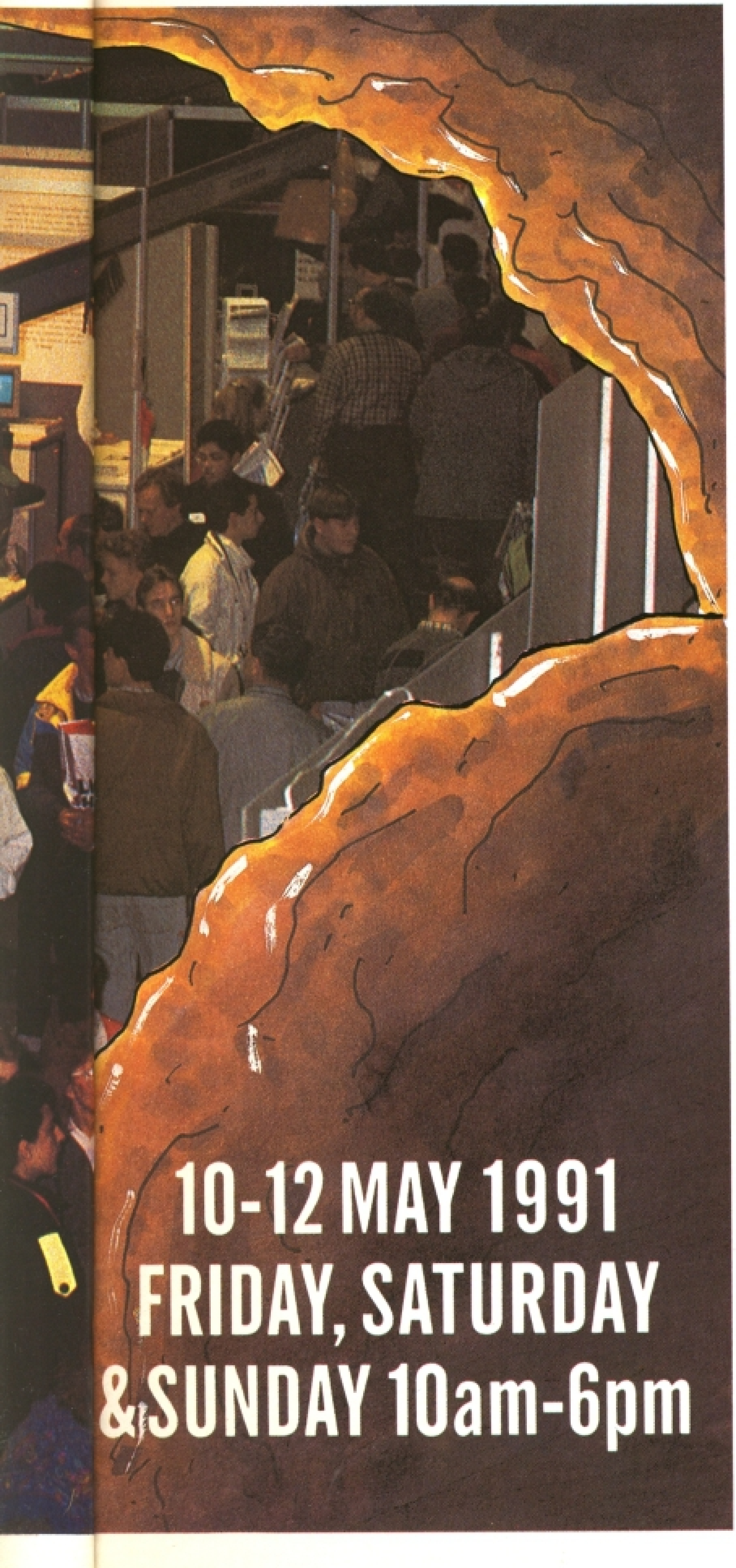
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Renegade

Oi!

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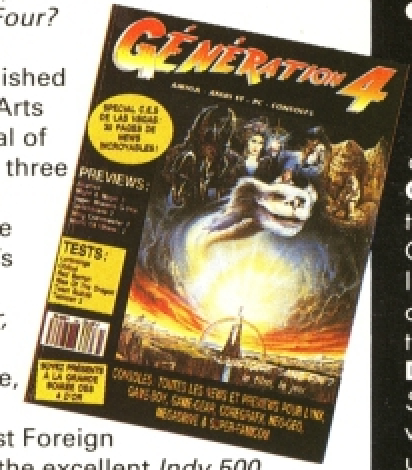
Palace software, publisher of *International 3D Tennis, Dragon's Breath* et al has been sold to French company Leisure Holding. The entire games division has been purchased, including the rights to use the name Palace software. Palace will continue at its London base with existing staff, although they seem to have metamorphosised into baguette-brandishing maniacs. Leisure Holding also owns French publisher, Titus but there are no plans to merge the two at present.



Palace acquire French weirdness?

GENERATION 4 AWARDS A GO-GO

The annual Golden 4 Award ceremony was recently held in Paris and proved a real success for UK based software companies and programmers. It was hosted by the French computer games magazine, *Génération 4,* so how many award categories do you think there were? (*Four? Ed.*) Nope, 26. Software published by Electronic Arts scooped a total of six accolades, three of which were awarded to the Bullfrog team's superb *Powermonger,* namely Best Strategy Game, Best Original Game and Best Foreign Game, whilst the excellent *Indy 500* was awarded Best Simulation, and *The Immortal* scooped Best Arcade Adventure. Mirrorsoft's *Speedball II* won Best Original Action Game, whilst another Bitmaps offering, *Cadaver,* scooped Best Foreign Adventure Game. Domark's *Prince Of Persia* got a deserved Best Animation award, and Best Flight Sim went to Microprose's *F-19 Stealth Fighter.* Best interactive adventure game went to Mindscape's *Ultima VI,* and last but by no means least, Gremlin's *Lotus Turbo Esprit* motored off with Best Racing Game.



ATARI'S ONE BIG HAPPY FAMILY?

Atari has made several announcements concerning its future hardware plans at the time of going to press. The bad news for games nuts is that the company is now keen to promote its ST and STE series as 'serious computers' rather than games machines and intends to enhance this new image with the introduction of the 'Family Curriculum' pack in May. Priced £399.99 it will target 'the under fives, through to university and beyond'. The pack will complete the ST 'family' providing educational and business programs for mum, dad, brother, sister, gran and Bert the budgie. However, there is some good news despite the new 'high brow' approach: the price of the 520 STE Turbo Pack, launched last Autumn, is to be slashed by £50 to £349.99. Although Atari claims last year's Discovery Pack price drop massively boosted its sales, it is committed to promoting the STE machine over the STFM. Fear not, however, the STFM will not be faded out – as yet. Watch out for the new Atari ads coming soon to a TV or cinema screen near you (and er... your family) soon.





ON THE GRAPEVINE

● Greetings grape pickers, and welcome to another 'vine. Not arf! *(Naff off. Ed.)*

● Let's kick off with the latest on ill-fated Activision. Its new owners, The Disc Company, will now be handling UK operations from its Paris-based office. Latest news is that **Hunter** and **Deuteros** will be available in June. Titles like **Death Or Glory, Beastbusters** and **R-Type II** we're told will be in the shops by September. ● Good things come in twos, they say and Infogrames is certainly hoping this to be the case. It's planning sequels to several of its hit titles including **North And South 2**, **Drakkhen 2** and **Sim City 2**. *North And South* is also set to be coded for the Sega, whilst *Sim City* is scheduled to appear utilising Windows on the PC and for Commodore's CDTV. Infogrames has another plan to bring smiles to the faces of the games playing public. It's bundling the two classic games *Sim City* and *Populous* in one box. If you've got neither, you'd be absolutely mad (as in Mad Mad MacMad) not to buy it.

● Bruce Willis: can't act, can't sing, balding git, you'll go a long way. Sorry, BW fans. Maybe we can make it up to you by telling you of two new(ish) Bruce film licences heading our way. Grandslam has the rights for converting **Die Hard II** (Die Harder) and Ocean have Special FX coding the licence of his new movie, **Hudson Hawk.**

● Who do those pranksters at Core Design think they're kidding? They tried to tell us that their forthcoming helicopter sim will be titled **Me And My Chopper**! Anyway, we'll find out in August. Also in the pipeline, is a first person perspective, future sport game titled **Retro**, and a multi-player vertically scrolling shoot 'em up in the *Ikari Warriors* mould under the moniker **Warzone**.

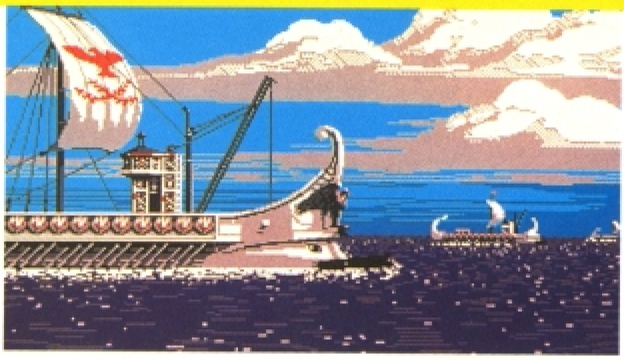
● Domark has announced its bid for the coverted Christmas number one slot. It's a conversion of Atari games' ultraviolent **Pit Fighter** – just the sort of thing to fray tempers during the festive season.

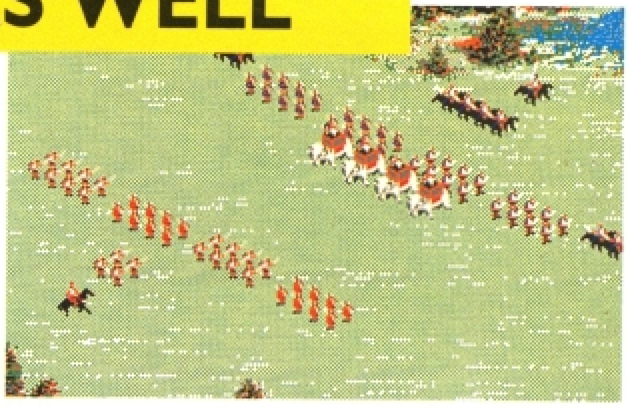
● Still on the subject of Yule, y'all. French company Titus has secured the licence to cult movie **The Blues Brothers.**

● Cheapskates may be pleased to hear that Anco and Rainbow Arts are getting it together to release a new budget label. It'll be called Top Shots and the first titles to appear, priced at a rather attractive £7.99 a piece will be **Kick Off with Extra Time, Strip Poker II** (hem hem) and **Spherical.**

● Millennium has plans to follow up the rather spiffing James Pond with a sequel – **Robocod**. Our hero is like a fish out of water in this adventure (hence the need for his special robocop suit) in a bid to defuse bombs in toy shops. How many more fishy puns can they clam into this title? *(That's not funny. Ed.)* They've also got games called **Demolition Derby**, and **Fu Manchu In The Way Of The Shuriken.**

EVERY CINEMATIC ADVENTURE NEEDS BLOOD AND GUTS - CENTURION'S THE FIRST TO REQUIRE BRAINS AS WELL

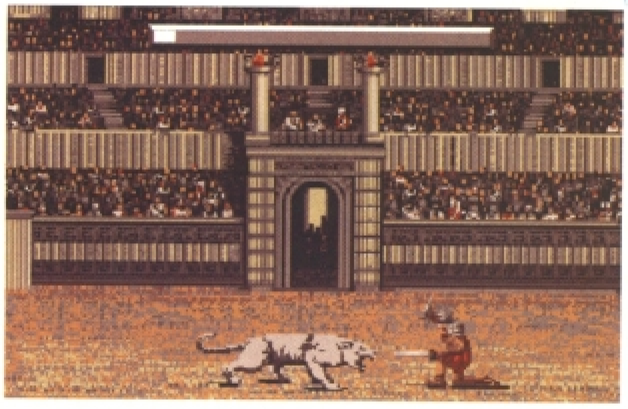












Up until now, so-called "cinematic adventures" have offered little more than a fair bit of action, a few pretty pictures, a couple of fairly convincing sound effects and a strategic challenge that wouldn't stretch the intellect of a gnat.

Now, from a new generation of games from "Defender of the Crown" designer, Kellyn Beck, comes "Centurion: Defender of Rome", the first movie game that allies stunning graphics with really challenging game play.

In Centurion, you must choose from an infinite number of ways to conquer the known world. Fight, bribe and seduce your way to the top: on the battlefield, in the gladiator's arena, on the chariot racetrack, even in Cleopatra's boudoir.

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Warning! A pack of armed and extremely dangerous-looking games are about to be released upon an unsuspecting public. Do not tackle them before reading the following three pages. Remember – forewarned is fore-armed! (*Actually, some of them are quite harmless, really. Ed.*)

WING COMMANDER II: VENGEANCE OF THE KILRATHI



Those familiar with the original *Wing Commander* will not fall into the trap of clipping on a big, bristling handle-bar moustache before getting into the game. These are not the 'chocs away', Battle of Britain types of Wing Commanders but more the galactic combat, Warp factor five type. Previewed at this year's CES, *Wing Commander II* is more of the same – but a lot more.

Not only does the game have almost twice as many missions as its predecessor, it also promises greatly enhanced graphics and digitised speech (plus an Ad Lib soundtrack which will change pace to reflect the action on screen). There are new ships to fly (or crash), new characters to get to grips with, the chance to take on the thankless job of tail-gunner and even the alarming possibility that your own wing man is a dirty, lowdown traitor.

If you can fly your way through all that then you can mix a nice glass of Venution Larynxblaster, sit back and watch the whole thing on the multi-angle tape replay. The perfect way to round off a hectic day of alien blasting.

● Available from Origin/Mindscape in July/August on PC, price tba.

CHART

1	ELVIRA	Accolade
2	PRINCE OF PERSIA	Bröderbund/Domark
3	SPEEDBALL	Mirrorsoft
4	LEGEND OF FAERGHAIL	Rainbow Arts
5	TURRICAN II	Rainbow Arts
6	WRATH OF THE DEMON	Readysoft
7	POWERMONGER	Electronic Arts
8	B.A.T.	UbiSoft
9	ENCHANTED LANDS	Thalion
10	UMS II	MicroProse

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071 631 1234

MEGAPHOENIX

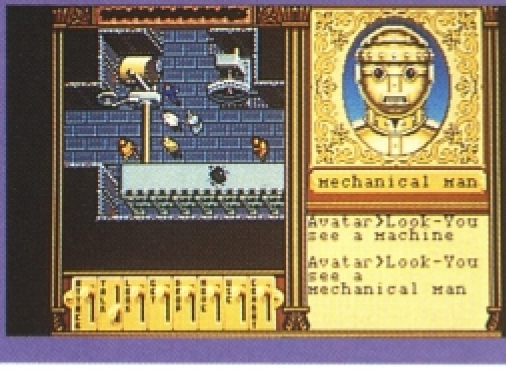


Faced by an invasion of large metallic birds, many people might reach for the reinforced umbrellas. Metallic droppings – yeuch! However, in this update of a classic arcade game there are more dinamic (pun – ho ho ho) responses such as tooling up in Confederation fighters and blasting the birds, their eggs and ultimately the Megaphoenix himself. That should ruffle their feathers.

● Available now from Dinamix on ST, Amiga and PC, priced £24.95.

MARTIAN DREAMS

Honestly, a hero's work is never done. If you'd travelled to the Victorian era, been blasted by cannon to Mars and then rescued a group of stranded earthlings including H.G. Wells, Sigmund Freud and Rasputin, you'd probably feel you'd done a good day's work. But not Avatar, hero of all the *Ultima* adventures! Rescuing these notables and restoring them to their rightful place in time is only the first part of his job. A sort of warm-up before attempting to resurrect the Martian dead. Obviously, Avatar is not the sort of person whose ideal evening is a quiet night in in front of the telly.



● Available from Origin/Mindscape in May on PC, price to be announced.

I PLAY 3D SOCCER

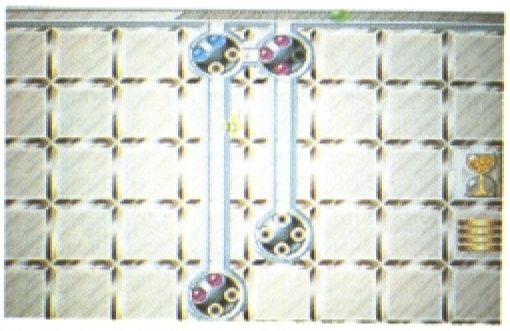
A rather disappointing World Cup performance seems to have done little to blunt the Italians' enthusiasm for the greatest game. Italian software house Simulmondo (which, if the Sega experience is anything to go by, probably means something utterly obscene in Italian) is working on a footie game. However, it's as much a look about as a kick about.

Rather than control a whole team you'll be limited to playing in one position. (We'd make a rude joke here if we weren't too innocent to understand it.) You view the whole game from one player's perspective and that view is in 3D. Good heavens – a footie game with good graphics – what is the world coming to? Before we know where we are there'll be enjoyable text adventures.



As well as being able to adjust the detail (and hence the speed) of the game and review the match from any player's perspective, *I Play 3D Soccer* also includes a two player/split screen option. Hopefully, all this means that the game will be a lot better than its title. *I Play 3D Soccer*? Big flippin' deal. Jonathan Davies plays the balalaika but he doesn't go on about it.

● Available from Simulmondo in early April on ST, Amiga and PC priced £24.99



LOGICAL

Remember those maddening Christmas cracker games where you had to get the little balls into the littler holes without dislodging the ones already in place. You do remember? Well, Logical is nothing like that. Oh alright, it is a bit. Collect coloured marbles in water wheel type receptacles, pass them between wheels, swear and curse until you've filled a receptacle with marbles of the same colour, causing it to disappear. Then you can have your 19th nervous breakdown.

● Available from Rainbow Arts in April on ST, Amiga and PC, priced £19.99.

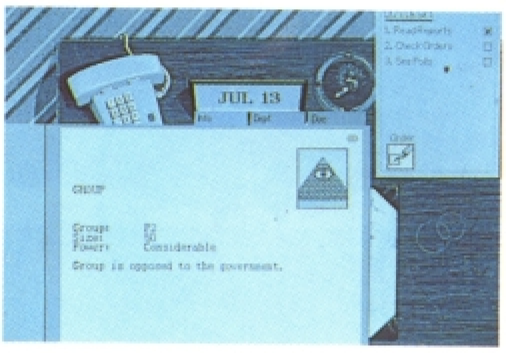
AMIGA CHART

1. **LEMMINGS** Psygnosis
2. **SWIV** Storm
3. **TURRICAN II** Rainbow Arts
4. **UMS II** MicroProse
5. **MIG 29** Domark
6. **A-10 TANK KILLER** Dynamix/Sierra
7. **F-19 STEALTH FIGHTER** MicroProse
8. **ELVIRA** Accolade
9. **SPEEDBALL** Mirrorsoft
10. **POWERMONGER** Electronic Arts

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FLOOR 13

Now let's be honest, if you were setting up a top secret, hush hush, don't tell the neighbours sort of organisation, would you really put it on the 13th floor of an office block? It's not exactly subtle is it? Saying: "I work on the thirteenth floor" is a bit like saying: "I work for a highly sinister and unbelievably secret organisation, but I'm not allowed to tell anyone. Oh dear." Fortunately, the organisation in Virgin's new strategy simulation is based in London's Docklands so there's no one else around to notice it. In this anonymous and deserted location you use all forms of dubious and outright immoral methods to keep the government in power (rather like Saatchi and Saatchi really). If a scandal is in the offing it's you that's



responsible for stifling it – whether this involves blackmail, interrogation or assassination. All this without attracting attention to your shady organisation.

Programmed by PSI (authors of *Conflict*) the game will include hundreds of scenarios involving scandals, subversion and the elimination of 'undesirables'.

● Available from Virgin late in 1991 on ST, Amiga and PC, price to be announced.

METAL MUTANT

It shouldn't be too difficult to track down someone who goes by the name Arod-7. It's not exactly anonymous or instantly forgettable. Then again, on the planet of Kronox perhaps Arod-7 is the equivalent of John Smith. Whatever the popularity of his moniker, having found him you've got to destroy him. Faced by a barrage of more than 40 opponents scattered over 160 fully bitmapped screens you'll be glad you're a bit of a mutant. Being able to mutate into any one of three forms (each with its own weapons system) may not make you a sure fire hit with the girls. However, it sure as hell makes combat a lot easier.



● Available from Palace on PC, ST and Amiga at the end of May, price £24.99.

"SKI OR DIE" FIVE FUN-FILLED WAYS TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



ACRO AERIALS



INNERTUBE THRASH



SNOWBALL BLAST



DOWNHILL BLITZ



As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

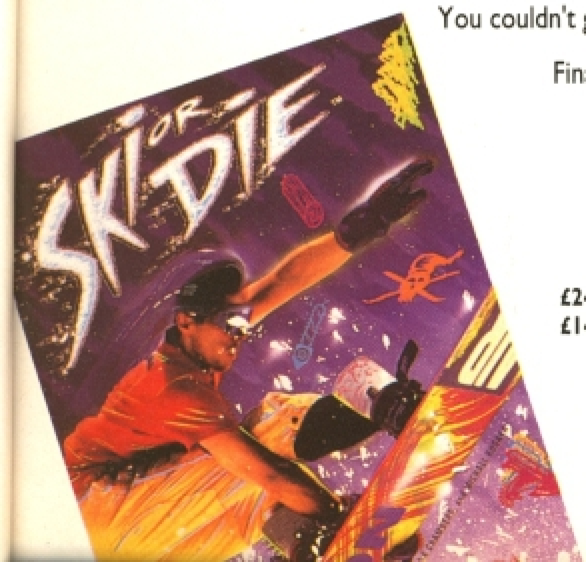
If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all? Do you prefer flowers or grapes?

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ELF

Elves eh? What a load of flippin' shandy drinkers, noncing about in green tights and singing Simon and Garfunkel harmonies. Cornelius the Elf is meant to be a bit different, a sort of elfin skinhead tooled up with blasters and fire-bombs, rather than daisy chains and acoustic guitar. However, like most platform heroes, he has managed to lose his loved one so he can't be all that tough.

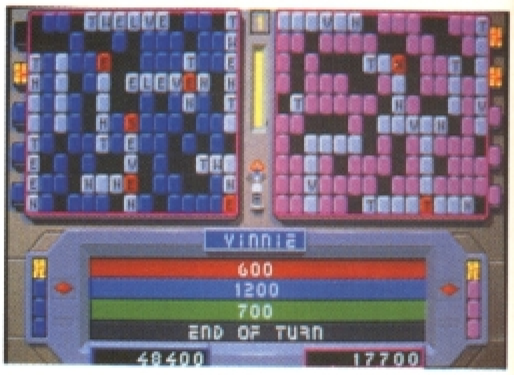
To win her back Cornelius must mince his way across six one-hundred-screen levels. Incorporating some rather flash scrolling and mouth-watering graphics, the game also promises something of a twist to the story. Perhaps Cornelius will turn out to be a denim-clad dwarf whose favourite record is *Bring Your Daughter To The Slaughter.*





● Available early April from Ocean on ST and Amiga, price to be announced.

LEXI-CROSS



If you're one of those walking dictionary people who say domicile instead of home, beverage instead of drink and *Twin Peaks* instead of sleeping tablet, then this could be the game for you. A futuristic TV show (that's television not transvestite – then again Julian Clarey hosts *Sticky Moments*). *Lexi-Cross* involves puzzle solving, spinning letters and uncovering words. It all sounds like a futuristic game of scrabble. With over 600 puzzles, it also sounds like a complete brain twister.

● Available now from Electronic Arts on PC, priced £29.99.

ARACHNOPHOBIA

Let's get one thing straight – the ZERO crew are not the sort of people to be unnerved in any way by silly things like creepy crawlies, spiders and the like. Even if we were, there's no way anyone from the ZERO crew would have screamed the cinema down while watching *Arachnophobia*. Even if they did, there's certainly no way any of us are the least bit worried about the prospect of reviewing the computer version. Oh no we're much too rough, tough and gruff fellows (and fellowesses) for that.

If you're as incredibly brave, fearless and, like us, not in the least frightened of spiders, then you're just the sort of person needed. After battling killer spiders, rescuing civilians and searching houses, schools and cemetaries for more of the eight legged fiends, you might question your wisdom in choosing a career in the fumigation business. However, if you can deal with that lot, you can try and work out where they all came from.

The answer is more likely to be from the jungles of South America than from out of your granny's plug-hole.



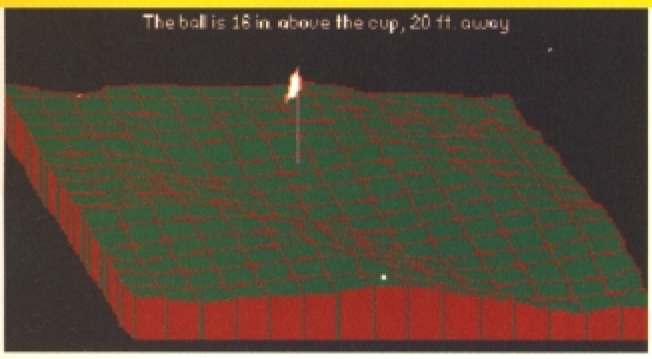
● Available from Disney Software in early May on PC, ST and Amiga, price to be announced.

PC CHART

1. **A.T.P** Sub Logic
2. **AIRCRAFT SCENERY DESIGNER**/Microsoft
3. **SIM EARTH** Maxis/Ocean
4. **UMS II** MicroProse
5. **SORCERORS GET ALL THE GIRLS**/MicroProse
6. **PRINCE OF PERSIA** Bröderbund/Domark
7. **WING COMMANDER** Mindscape
8. **TRIAL BY FIRE** Sierra
9. **RISE OF THE DRAGON** Dynamix/Sierra
10. **A-10 TANK KILLER** Dynamix/Sierra

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071 631 1234.

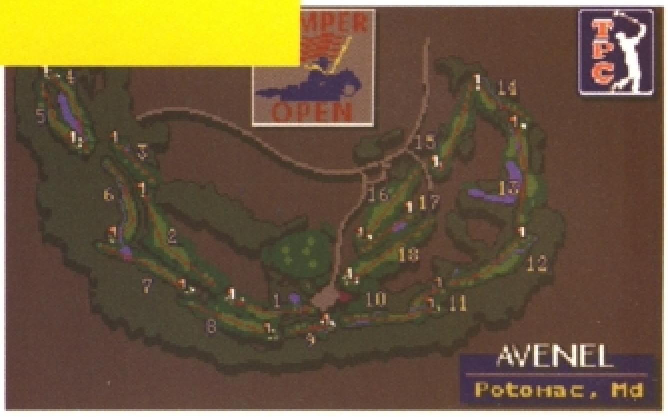
F THE IDEA OF TAKING ON 60 TOP GOLF PROS SEEMS DAUNTING, THAT'S PAR FOR THESE COURSES

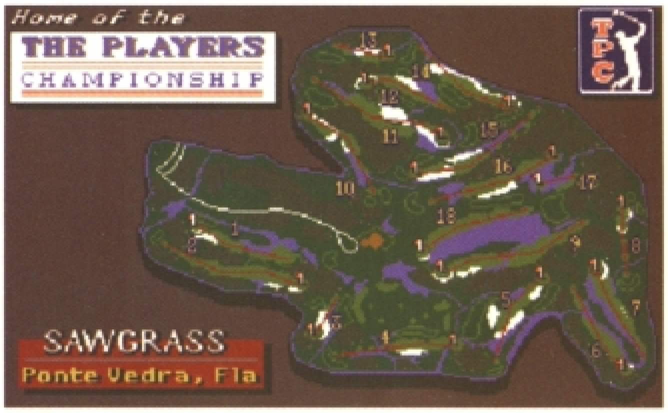


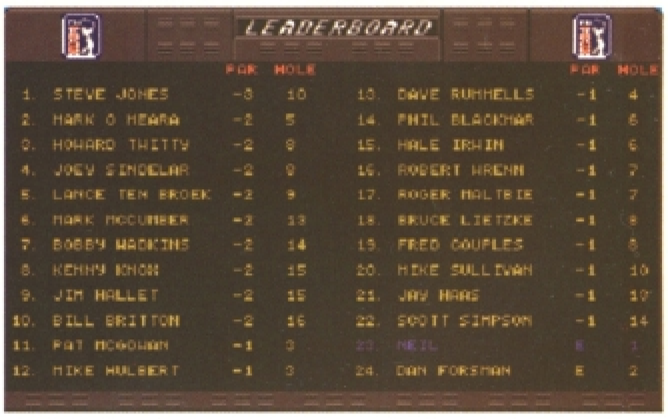












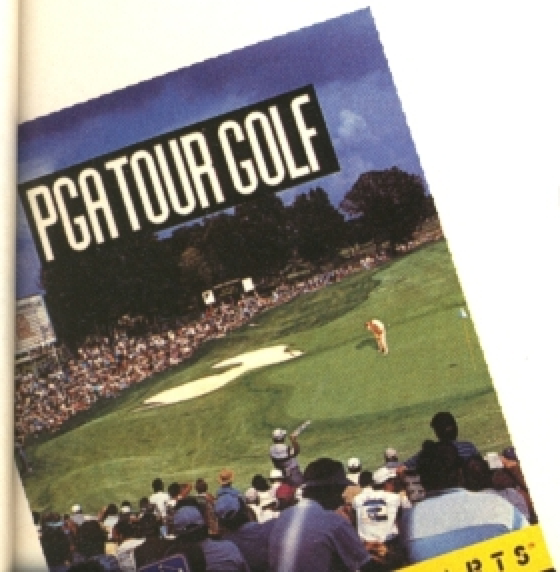
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I'D RATHER BE GREMLIN

This month our Sheffield based chums at Gremlin have stumped up the goodies for our cover disks. Let's see now... there's a complete game, *Artura,* on ST and Amiga and a demo of their recent hit *Team Suzuki.*

ARTURA

Gremlin/Complete Game/for users of the ST and Amiga

Behold, reader of ZERO, for I am Paprika son of Greavsie, Champion of the land of Nordwurst. Heed me well, for I bring tidings of Artura, the complete free game for users of the Amiga and ST. Let me take you hence from this modern age, to the days of yore when time was new and everything was made of wood. It came to pass that Pendragon had a son, who bore the name Arthur, and Arthur cherished the dream of unifying the petty kingdoms of England. To aid him in this quest he was to need not only the magic runes and artefacts of Ancient Britain, but also the help of his good companion Nimue, a strange young man who wore the corset of a woman over his chain mail, insisting said garment was filled with magical powers. By my troth, dear reader, Arthur had a half-sister Morgause who was much unloved. This sorry predicament came about through her dalliance in the Black arts and through no small measure to the fact that she did facially resemble the rear end of an oxen cart. Morgause shunned society and sought solace only in her collection of ancient artefacts which she secreted in her castle. By strange fortune Arthur's quest for said artefacts could thus be contained solely to his half-sister's castle. You then must guide Arthur in his quest....



Careful! That small dog is a direct descendant of the wolf.

THE CONTROLS

Verilly, Arthur is controlled by means of the stick of joy. *(Steady on! Ed.)*
Movement to the left is created by moving the stick to the left.
Movement to the right is created by moving the stick to the right.
Move the stick heavenward to leap like a flighty damsel or to enter a portal.
Move the stick earthward to crouch like a small, slimey peasant or to return through a portal.
Depress the button of fire to hurl axes.
(Thank you, Paprika, now naff off! Ed.)



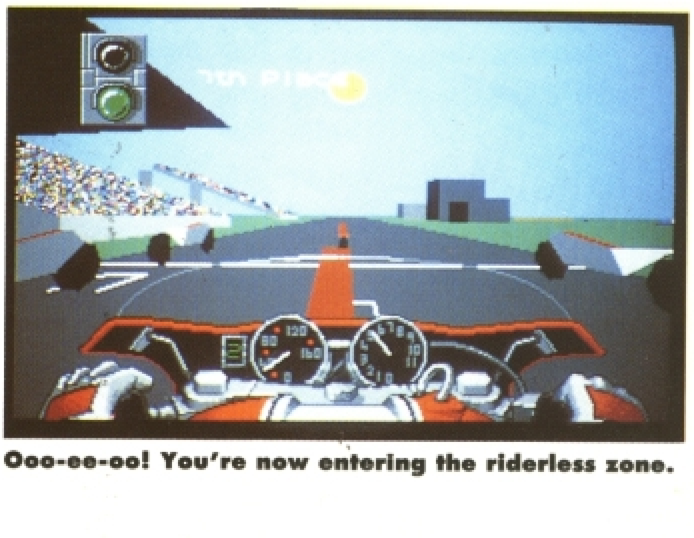
DISKONSOLATE? WE'LL HELP!

Having a few problems loading the disk? If it won't load at all and you're not poking it into the toaster, washing machine or tumble dryer by mistake, then it's probably a bit of a duffer. Bung it into a receptacle (envelope recommended) with a stamped addressed padded envelope to **ZERO DISK RETURNS, Copytec, 24a White Pit Lane, Flackwell Heath, Nr High Wycombe, Bucks, HP10 9HR.**

TEAM SUZUKI

Gremlin/Rolling Demo

Have you ever fancied having 500 cc's throbbing between your thighs? *(Blimey! Ed.)* Well, why not pretend with Gremlin's latest motorbike racing game, *Team Suzuki.* We reviewed it in February, and it's a bit of alright with its little filled 3D graphics and variable viewpoints – like over the handlebars, up the driver's bottom and under the bike itself. Those graphics are very fast and very smooth and colourful to boot (or kick start if you prefer) But, hey!? Why take our word for it? Now you can check them out for yourself with this rather nifty running demo. Vrooom vrooom neeeyow!

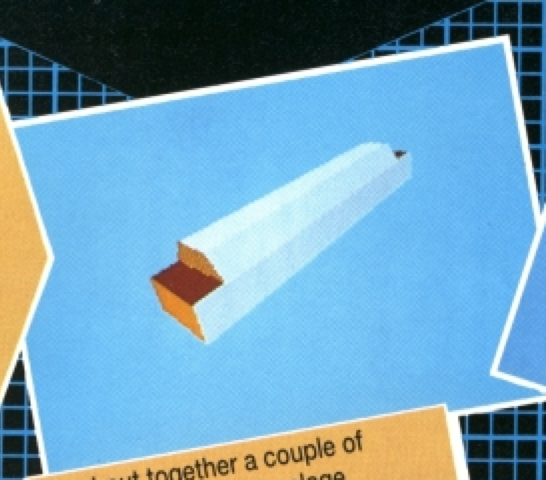

Ooo-ee-oo! You're now entering the riderless zone.

3D CONSTRUCTION KIT

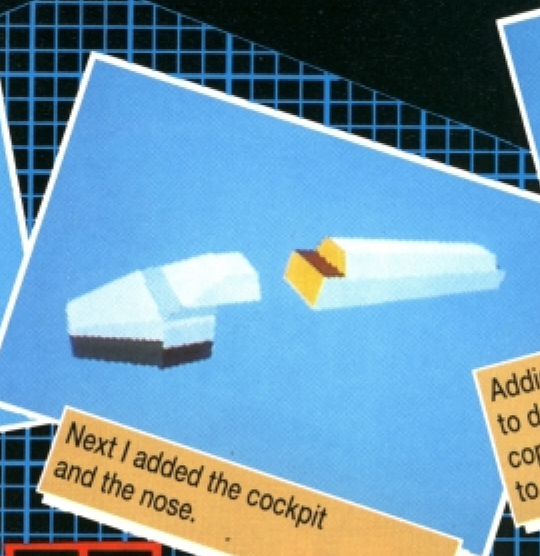
BUILD YOUR OWN VIRTUAL REALITY

PIERRE TAYLOR (28) – PORTSMOUTH.

I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!



First I put together a couple of blocks to make the fuselage.



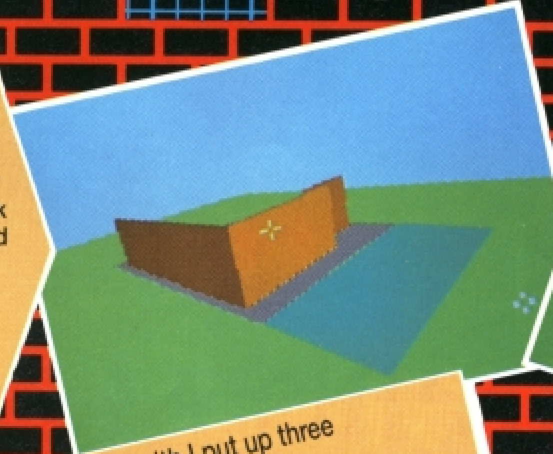
Next I added the cockpit and the nose.



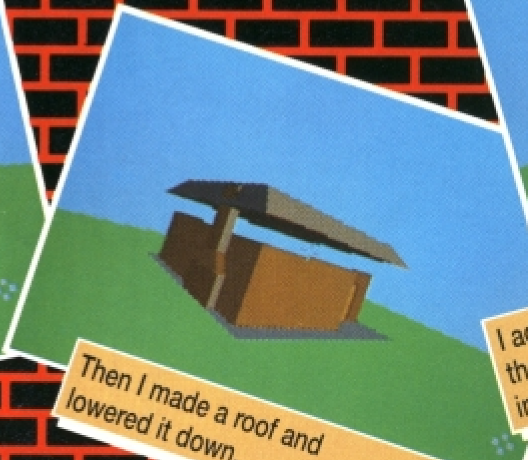
Adding detail was easy. I only nee[d] to design one wing, then used th[e] copy, flip and rotate feature to produce the other one.

PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.

I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.



To start with I put up three simple walls.



Then I made a roof and lowered it down.



I added windows, a picket fence [a]nd the first tree in my garden. But th[e] interesting bit was yet to come.

CHRIS HALL (15) – STUDENT – YORKSHIRE.

I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.



Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.



I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.



Then I set up some of the conditions which could make the game truly interactive.

incentive
The Award Winners

Available on
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128.

Amiga Screenshots Designed and Programmed by Incentive Software

Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: (081) 780 2224.

Coming soon: The Incentive Story – 4 award winning Incentive 3D games in one pack!

KIT

It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.

There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have .... etc. etc.

It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!

This is probably one of the most expensive pieces of software you'll buy this year – but *at last* you can make your computer really show it's potential.

"There's no doubt about it, this could be the most impressive game creation utility ever released.
Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"
ACE – FEB'91

"3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."
ST FORMAT – FEB

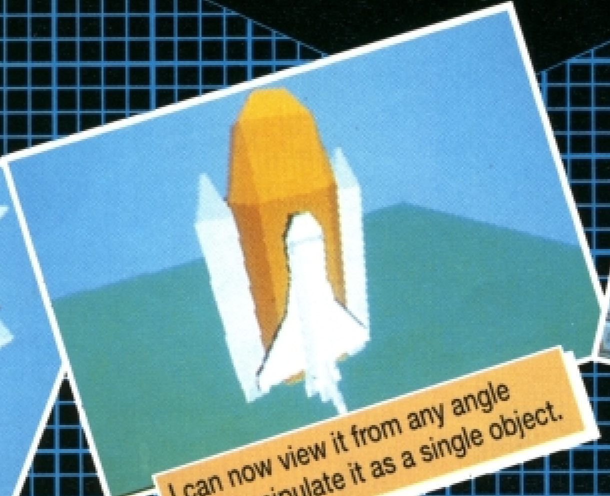
"Build your own virtual reality, but don't be misled. This is **not** a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"
IAN ANDREW INCENTIVE



...sy. I only need ...then used the ...e feature ...er one.



I added the fuel tank and boosters.



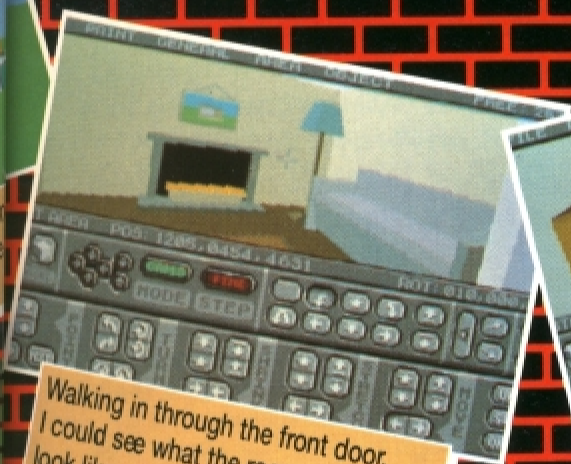
I can now view it from any angle and manipulate it as a single object.



This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.



...picket fence a... ...arden. But the... ...yet to come...



Walking in through the front door, I could see what the rooms would look like.



And using the simple control panel, I could design the furniture and move it around.



Home, sweet home!



...e conditions ...game truly



Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!



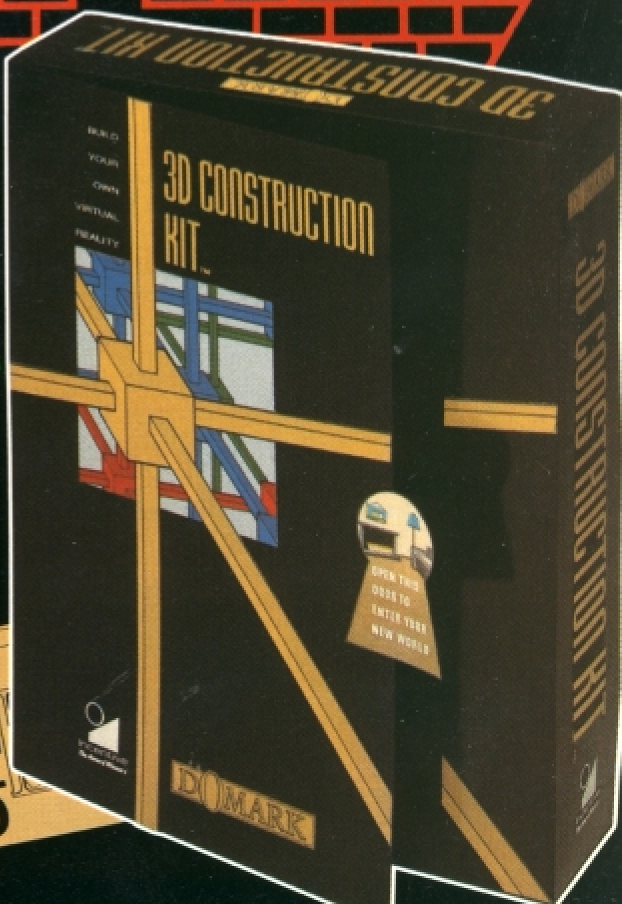
Finally, I dropped in a control panel from several included (although I could have made up my own).

I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.

...on: ...Story – ...centive ...ack!

DOMARK





STICKY MOMENTS





Every so often even the best magazines feel compelled to do a joystick round up. So we duly assembled the most comprehensive selection of happening sticks we could possibly manage and subjected them to a tortuous 24 hour waggling session (well, something like that anyway). *Jonathan Davies'* joystick port wished it had never been born.

No-one enjoys buying joysticks. For a start there are so many to choose from. Do you really need a steel shaft, suckers and a see-through bottom? Or would it be best to just go for the cheapest one available? After all, a joystick's a joystick. Or is it?

Yes, choosing a joystick is a complicated business, and you may well be tempted not to bother at all. But, unless you want to spend the rest of your days redefining keys or running your mouse into the ground, a joystick is a bit of a 'must'. And with so many weird and hopefully wonderful sticks available the selection has never been better.

Before you rush out and buy one, though, consider this: most of them are crap. Or at least a bit on the iffy side. And, short of trying them all out personally, how are you going to find out which ones are okay? Well, good old ZERO's done all the hard work for you. (You were hoping we'd say that, weren't you?)

THE JOYSTICK: 20,000 BC

A caveman out gathering berries finds a small round rock with a long bit protruding from the top. After examining it from all angles and striking himself sharply on the nose with it he throws it away.



SG FIGHTER: Essentially a Jet Fighter for the Sega.



SUPER 3 WAY: Comes with three changeable handles.



JUNIOR-STICK: Cheapo, tadpole-shaped stick.



MEGABOARD: It's big, and it's got the lot: stop watch, count-down timer, slow motion...

FIVE THINGS YOU COULD DO WITH A JOYSTICK...

There are two sides to every coin, but that's nothing compared to a joystick. There are literally, erm, five important areas that need to be investigated to get a thorough picture of the thing.



ZOOMER: Analogue 'yoke'. Pretend you're flying an X-Wing Fighter! (If you want.)

YOU COULD SIT AND LOOK AT IT: Looks are probably the feature most likely to sell a joystick. If you've just spent lots of money on a new stick and your chums come round to look at it, you want them to be bowled over.

'Unusual' sticks are always head turners, and the **Zoomer** is certainly unusual. In fact, once you've picked it up it's quite easy to forget about games altogether and use it to re-enact a Dambusters mission or something. (You can do a pretty mean Viking impression with it too.) The **MegaBoard** is quite an impressive sight as well, although all those coloured switches and digital displays make suppression of the word 'tacky' pretty difficult. Probably the best looking stick in the group, however, is the **TopStar**. The tantalising hint of steel at the base of the shaft, the slightly smoked transparent base and the high-tech innards all combine with the orange and brown colour scheme to give an air of quality and solidity. Another nicely designed one is the **Stingray**. It's like a cross between a Flash Gordon ray gun and a '50s American car (what with those little red 'lights' on the back). And the **Ergostick** certainly stands out from the crowd, but that rubber coating tends to pick up dirty marks rather easily.



TOPSTAR: Spooky see-through base, a 'patented shock-absorbing system' and loads of features.



ERGOSTICK: Hand-shaped, with a rubbery, skin-like covering. Not for the squeamish.

The rest of them? Well, they basically divide into the big, mean, macho designs like the **Jet Fighter** and the **Tac-50** and the elegant, functional ones like the **Arcade**, the **Tac-2** and the **Combat** with its practical and advantageous camouflaged finish. Oh, and the flimsy, plasticky ones. The **Mazemaster**, the **Ace**, the **Bep Bop** and the **Converta** all sadly fall into that category, and won't impress anybody.



COMBAT: Impressively camouflaged, apparently 'gives you the fighting edge'.

YOU COULD FONDLE IT A BIT: Put your hand round it. Grip it tightly. How does it feel? And, more importantly, how's it going to feel in several hours time when there's sweat pouring down its shaft and your knuckles are going white? Long-term comfort is essential. And it all really boils down to whether you prefer the intimacy of a hand-held stick or the assurance of a stick-to-the-table one.

The latter tend to be more sensibly designed, with nice, big, comfy handles. Look at the **Jet Fighter**, for example (and most of the other Quickjoy range for that matter). The **Challenger** is very grippable indeed, and the **Zoomer** is practically impossible to let go of. The **Combat**, the **Arcade**, the **Prof Competition** and the **Tac-2** spurn the grippable handle in favour of simple knobs which are easy to get hold of but can feel a little detached from the action.

If you'd like the freedom that a hand-held stick gives but still like something to wrap your fist around, perhaps you'd be better off considering a **Stingray**, a **Junior-Stick** or an **Ergostick**. They're all pretty comfortable on the whole but they don't give you any flexibility in the way you hold them. After a while you start itching to change position. And their shafts are awkwardly fiddly. The **Mazemaster**, on the other hand, boldly eschews any pretention of comfort with its basic, upright shaft, but its compact size makes it pleasant to hold.



JET FIGHTER: Good looking, feature-packed and very grippable.

None of the **Super 3 Way**'s handles are particularly comfortable but it's got a nice solid feel to it, and the **Converta** isn't particularly comfortable in either hand-held or table-mounted mode – the shaft's too small for a start.



STINGRAY: Stingraaay... Stingray. Shapely 'Dan Dare' ray-gun sort of thingy.

YOU COULD WAGGLE IT ABOUT: Three things count here: speed, accuracy and responsiveness. The stick needs to be able to respond quickly to direction changes, rather than wobbling about vaguely for ages. You need the switches to make contact reliably every time – including the diagonals. Microswitches help a lot here, although they're flipping noisy and often a bit stiff.

It's hard to pick an outright winner in this category, but the **Arcade** is quick and precise, along with the **Prof Competition** – diagonals are a cinch – and the **Ergostick** has a devastating turn of speed. The **Combat**'s short travel makes it feel quite neat and precise, but it's just a bit too stiff in the long run. The **Jet Fighter**, on the other hand, perhaps feels a little too loose but it works very well with a positive feel from the switches. The same applies to the other Quickjoy sticks– they're all very similar. Oh, apart from the **Junior-Stick** which seems horribly spongy. And the **TopStar** which is a tad stiff. The **Tac-2** was excellent at first but then 'left' went a bit dodgy. The **Controller** had a similar problem. It was fine apart from 'up' which didn't work at all.

The **Stingray** is quite accurate, but feels all wrong – the shaft sort of speeds up as it moves away from the central position rather



ACE: Impotent, plasticky stick that harks back to the days of the Atari VCS.



ARCADE: A big red button, a pointy front and an air of functionality.



PROF COMPETITION 9000: A bog standard joystick, really.

THE JOYSTICK: 1314 AD

At the Battle of Bannockburn Robert Bruce finds that by impaling the top of his horse's head with a short wooden stick and moving it from side to side he can get the horse to do more or less anything.



CHALLENGER: Hefty and transparent, with very flexible auto-firing and a flashing light on top.

than slowing down. Weird, eh? Even weirder, however, is the **Converta** where the shaft stays still while the handle waggles from side to side and bashes into it. Spook! The **FlashFire** suffers from excessive travel, as does the **Bep Bop**, particularly on the diagonals which take hours to reach. But the **Mazemaster** is quite a surprise. It's very light, precise and useable.

The **Zoomer** is obviously in a class of its own here. While in digital mode its long travel makes it hopelessly slow, in analogue mode it responds instantly and accurately.

THE JOYSTICK: 1990 AD

Annual worldwide sales of joysticks hit a record 19,782,101,333 and would register 12.6 on the Richter scale if all their fire buttons were operated at once. (All figures are approximate.)

YOU COULD PRESS ITS BUTTONS: Opinion seems to be divided between triggers and buttons. Some people like to hook their finger round it and pull, while others find all that very slow and tiring and prefer a button, hopefully on the base, which they can bash with their thumb. But whichever you prefer it's important that a joystick's fire buttons are positive while at the same time being light and fast, so you can fire rapidly and constantly without exhausting yourself.



TAC-2: A very sturdy, arcade-style stick hewn from solid steel. (Bits of it, at least.)



MAZEMASTER: Unadventurous lightweight. Very basic indeed. But it has got a handy 4/8-way switch.

Let us not beat about the bush here. The **Arcade**'s best, with its single very light, very fast button, and the **Ergostick** is the worst with a stiff, clicky, fatiguing one.

Other well-equipped sticks button-wise are the **Tac-2**, the **Prof Comp**, the **Super 3-Way**, the **Zoomer** and the **Challenger** (which has a particularly impressive variable autofire).

Middling ones are the Quickjoys (which are microswitched, reducing speed but no doubt increasing reliability), the **Converta** (very fast but poorly placed), the **Combat** (a bit slow), the **Stingray** (microswitched) and the **Tac-50** (a little bit hesitant).



BEP BOP: Tacky by name and very tacky by nature.

The crap ones include: the **Mazemaster** (appallingly spongy and one button kept sticking down), the **Flashfire** (very slow) and the **Bep Bop** (surely a joke).



FLASHFIRE: Familiar-looking, angular stick. Not terribly solid feeling.

YOU COULD EVEN PLAY GAMES WITH IT: And for that you're really looking for the ideal all-rounder. Something that's nice and comfy and does what you tell it to without argument. Something that melts away into the background, breaking down the barrier between you and the computer. *(Pretentious git. Ed.)*



TAC-50: A fairly middle-of-the-road stick in a tasteful shade of grey.



N-PRO: Button-ridden Nintendo controller with 'handy' LED direction indicators.

Although the vast majority of the joysticks under test do their job pretty well, there are three that really stand out. The **Arcade** quietly gets on with the job, providing an instant response and a constant hail of bullets. The **Jet Fighter** is rugged and dependable, but could do with a button on the base. And the **Zoomer** is absolutely brilliant for flight sims that are compatible with it (you've got to try it to appreciate the difference it makes) but it needs to be used alongside a regular stick rather than on its own.

The **TopStar** did pretty well, but it's too stiff to use for any length of time, as is the **Combat**. The **Tac-2** and the **Challenger** both showed great promise but were dogged by faults – if you got working ones they'd be great. And the **Ergostick** is brillant for moving about but that button is next to useless. Decent, honest, middle-of-the-road performance was provided by the **Prof Comp**, the **Super 3-Way**, the **Tac-50**, the **N-Pro**, the **SG Fighter** and the **MegaBoard** – they're all well worth considering.



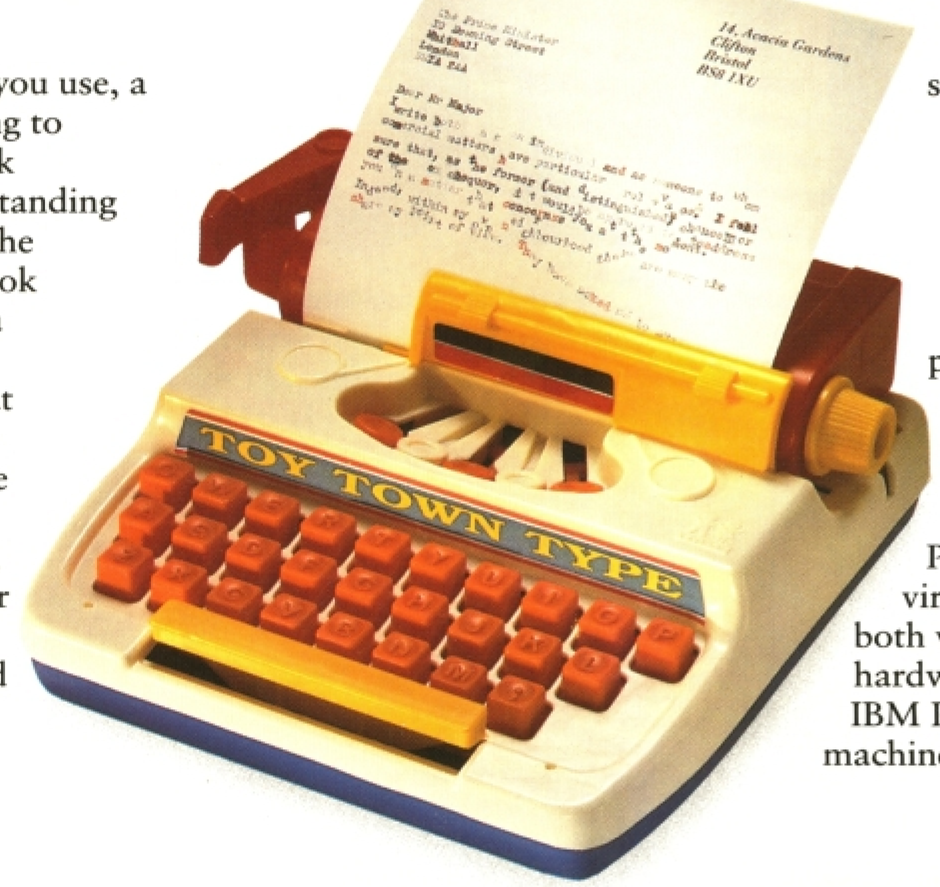
CONVERTA: Erm... a strange one. The base sort of flaps open so it can be stuck to the table.

Before you commit your sponds, why not check out your chosen stick in the table here? We've listed all the essential details and concocted some 'ratings' and things, just to make your choice a whole lot easier.

STOP

DISTRIBUTOR/ MANUFACTURER	NAME	PRICE	COMPATIBILITY	MICRO-SWITCHES	AUTOFIRE (SPEEDS)	SLOW MOTION	SUCKERS	LOOKS	ERGONOMICS	SPEED	ACCURACY	BUTTONS	DEPENDABILITY	FEATURES	OVERALL
Kraft	Ace	£5.99	ST/AMIGA			N	N	3	2	6	6	5	5	0	5
Suzo	Arcade	£17.95	ST/AMIGA	●		N	N	7	7	8	8	9	8	0	9
Flash Fire	Bep Bop	£6.95	ST/AMIGA			N	N	2	4	7	4	3	6	0	4
Dynamics	Combat	£16.50	ST/AMIGA	●	●	Y	N	6	5	7	6	6	8	6	6
Wico	Super 3-Way	£24.99	ST/AMIGA			N	N	7	4	5	6	5	9	5	6
Krackin	Converta	£9.99	ST/AMIGA			N	Y	3	1	6	8	5	4	3	4
Wico	Ergostick	£18.99	ST/AMIGA	●		N	N	7	9	9	9	4	9	4	7
Flash Fire	Flashfire	£12.95	ST/AMIGA	●		N	Y	5	7	5	8	5	7	0	6
Quickjoy	Jet Fighter	£13.95	ST/AMIGA	●	● (2)	N	Y	8	9	8	8	6	9	7	9
Quickjoy	Junior-Stick	£5.95	ST/AMIGA			N	N	4	5	8	8	5	6	0	7
Kraft	Mazemaster	£7.99	ST/AMIGA			N	N	2	5	7	8	4	4	0	5
Quickjoy	Mega Board	£24.95	ST/AMIGA	●	● (2)	Y	Y	7	8	7	8	8	8	9	8
Quickjoy	N-Pro	£19.95	NINTENDO	●	● (2)	N	Y	8	8	7	8	7	8	8	8
Suzo	Prof Competition	£15.95	ST/AMIGA	●		N	N	5	6	7	8	9	7	0	7
Quickjoy	SG Fighter	£14.95	SEGA	●	●	Y	Y	8	8	7	8	6	9	7	8
Logic 3	Stingray	£15.95	ST/AMIGA	●	●	N	N	8	6	6	7	4	8	3	7
Suncom	Tac-2	£10.99	ST/AMIGA			N	N	5	7	8	8	7	6	0	7
Suncom	Tac-50	£14.99	ST/AMIGA	●	●	N	Y	7	7	7	7	8	8	3	7
Quickjoy	Top Star	£23.95	ST/AMIGA	●	●	Y	Y	9	8	7	6	6	9	7	8
R.C. Simulations	Zoomer	£57.95	PC/AMIGA	–		N	Y	9	9	-	-	8	9	3	9
Contriver	Challenger	£24.99	ST/AMIGA	●	● (lots)	N	Y	7	7	8	7	8	7	9	8

SOME PRINTERS CAN BE CHILD'S PLAY...



Whatever computer you use, a toy town printer is going to make your printing look appalling however outstanding the content. To create the right impression and look professional you need a professional's printer.

NEC. It's a name that most professionals rely on. Now they introduce two new printers, the Pinwriter P20 and P30, specifically designed for personal use.

The 24-pin printhead technology that NEC pioneered produces type quality of crisp, sharp

...UNFORTUNATELY.

daisy-wheel standard, but at 108 characters per second in high speed letter quality mode and 216 characters per second in draft mode.

And the paper handling is superb. Built in push/pull tractors for perfect non-slip printing on continuous stationery; 'low tear off' for paper conservation and perfect realignment; paper park facility eliminating messy unloading when printing single A4 cut sheets.

They've even thought about the variable start of print positioning that personal use demands, allowing fine setting for each paper format.

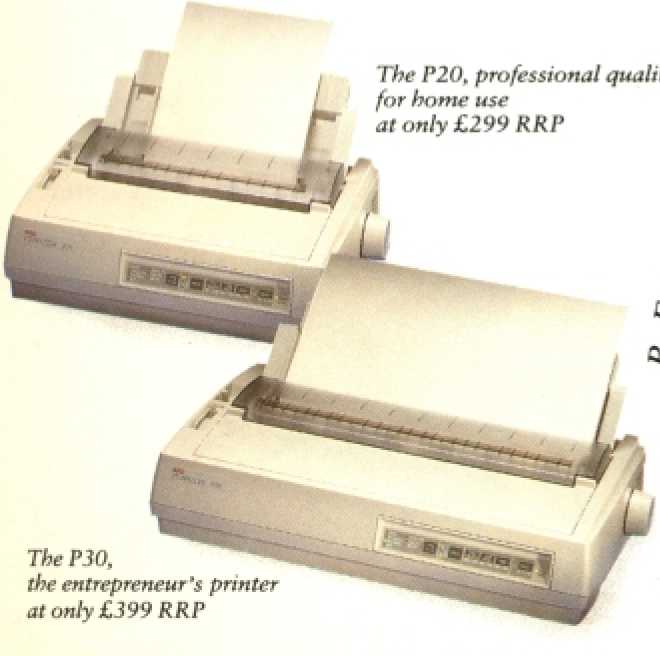
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ZM/05

UNDER WRAPS

A DROP IN

A sad rain fell on the greying streets of Paris. Exiled aristocrat *Lord Lakin* watched the scene with disfavour over the top of his glass. "I must be here for a reason," he thought, "but what is it?" In the corner a payphone rang. "You're there to visit Ocean France, so stop lazing around in that bar! " came the cross channel voice of the Editor...

When we're choosing an arcade game to convert, it must be a game that interests us. The appeal of the game is more important than it having a big name," says Ocean France. This may seem a bit rich coming from the company whose first release was *Operation Wolf*. However, its later games display a tendency towards the interesting rather than the high profile arcade hit. *Pang* and *Plotting* are a couple of good examples – excellent conversions of rather unusual games.

For 'interesting' it might be possible to read 'cute', since that's become a characteristic of many Ocean France games. Marc Djan knows his market. The French are not only chic, they're cute – French TV is dominated by cartoons. The Nintendo NES was the best-selling toy in France this Christmas, and the Gameboy is also selling as if it's going out of fashion. So would Marc say Ocean France was targeting a young audience? "No. But we are aware of the young French market."

***Liquid Kids, Snow Brothers* and *Hammerin' Harry* all seem to fit into this scheme of things. Not exclusively kiddie games but undeniably arcadey-cute. After these games? Well it looks as if Ocean France could well be placing more emphasis on the console market and some developments in the cartoon line are also planned for the near future.**



Lord Lakin chooses to ignore the 'Golden Section' rule of composition in photographing the team at Ocean France.

LIQUID KIDS



Eaaaargh! It's the beastly bouncing bionic bunny...

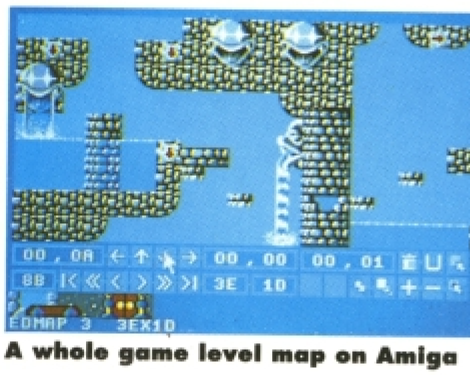


Now I'm an envious sort of chap. 'The grass is always greener' would be an apt summing up of my philosophy of life. However, when I saw the arcade version of *Liquid Kids*, I thought to meself: "coo, I'm glad I only have to play the blimmin' thing rather than convert it".

Liquid Islands is a Taito coin-op very much in the style of *Rainbow Islands*. It's colourful, it's cutesy and it's crammed full of more beasties and soundies(?) than you can wave an extremely large, furry, cuddly toy at. The plot, for what it's worth, involves a hippopo (a sort of cross between a hippopotamus and something that looks nothing like a hippopotamus) in search of his lost love. Between him and six ton of rumpy pumpy are seven levels of cutely amusing danger.

When I say seven levels that's not including the two secret rooms on each level. So that makes... er... three levels on each level... multiply that by... er... seven and... er divide by something else... you get (pause) 19 levels. *(21 factually. Ed.)* The backgrounds to each level are richly colourful while the foregrounds are a madhouse of activity. In fact 'mad' is a fairly good description of the game itself – your enemies range from walking bombs, complete with fuses and big smiling faces to bizarre end of level nasties such as mechanical rabbits.

To battle your way through these less than terrifying opponents you're armed with large bubbles of water. "*Very* useful!"you may sneer. Okay, so water spheres are not the dog's liquid when it comes to taking out a crack unit of Imperial storm-troopers, but for dealing with parachuting chickens or flying popcorn machines they can't be beaten. They're also useful for driving the paddle boats which you need to cross the waterways. If you fall into the water all is not lost, since you're armed



A whole game level map on Amiga

N THE OCEAN



It's big, it's blue, and it's after you...

with a rubber ring in fashionable and floatable red and white stripes.

All this may seem fun, but imagine trying to get it all onto a 16-bit machine at a speed above the funereal.



Imagine having to work through the game and draw all those beasties. That's the problem facing graphic artist Thierry Levastre. Each beastie can take anything from half a day for the simple to four days for things like the flame sprite which need oodles of animation. Were there any special problems working on the graphics for *Liquid Kids*? "Yes," said Thierry sadly, "they'll only let me have 16 colours." Ah well, that's the price you pay for slick animation.

To maintain the outstanding playability of *Liquid Kids*, Ocean France may have to make some sacrifices in sound as well as colour. However, judging by the work they've done so far, the game is going to be exceptional. Could it be this year's *Rainbow Islands*? It certainly looks that way.



WHAT'S WHAT

TITLE	Liquid Kids
PUBLISHER	Ocean
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	Christmas

HAMMERIN' HARRY





Arcade shot

Go on, give it some 'ammer 'arry!

We've got the builders in." This is usually the beginning of some very long and boring tail of woe. Your eyes glaze over as Frank tells you how he and Shirl have been without water for two weeks, how they've had to live in just one room and only use the toilet between the hours of 10pm and 1am. And all this just to have a few new tiles put up in the bathroom!

In the Irem coin-op *Hammerin' Harry's* response to trouble with builders is more dramatic than a weep into his lager top and dry white wine. Faced with the prospect of having his house demolished to make way for a bit of urban renewal (i.e. a large slab of concrete), he goes into action with his hammer – and a jolly large hammer it is too! (With the addition of a few bonuses it can reach quite ridiculous proportions.) Using his mighty blunt instrument ol' Hammerin' charges round six levels of building site bashing builders, walls and end of level mechanised meanies.



The key point about all this action, apart from it being very exciting, is that it's seriously interactive. Harry is able to jump on, pick up and fall over every object on screen. This adds massively to Hammerin' Harry's playability. It also adds massively to the headaches of the programmers doing the conversion. Every sprite has to be tested against every other sprite rather than just a few key ones.

The Amiga version of the game will use 16 colours for the backgrounds and 16 for the sprites. The ST backgrounds are likely to be slightly different but the sprites will be the same. (Ocean France tends to program ST and Amiga versions independently rather than program on one machine and port across.) More importantly, both versions will be as interactive as the coin-op, which is good news for the players but something of a nightmare for the poor old programmers.

WHAT'S WHAT

TITLE	Hammerin' Harry
PUBLISHER	Ocean
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	Christmas

SNOW BROTHERS





That monster wants to p-p-pick up a penguin (i.e. you).



An expression of mixed horror and embarrassment flashed across my face as my last life bit the dust – or rather the ice. But programmer Pierre Adane was encouraging. "It is very difficult isn't it?" Difficult? Have you ever tried to wipe out a screenful of baddies by covering them with snow? It's not the easiest way to get onto a high score table. However that's what this Toaplan coin-op expects of you. By hitting a monster enough times you'll convert him into a huge snowball which can be rolled into a wall and destroyed. If this giant snowball rolls across any monsters on the way they too will be destroyed. There are 5 levels of this mayhem, each level is divided into 10 stages. That makes for an awful lot of screens.

Snow Brothers has been programmed in one frame (i.e. a screen update 50 times a second) and hence moves with the speed and smoothness of the coin-op. To acheive this the two player option from the coin-op has been ditched. Still as gamesplayers rarely have friends, this is no great loss and a small price to pay for speed. This speed is particularly impressive, bearing in mind that there are 32 colours on-screen at a time.

An addition to the original is the insertion of between level graphics. These give you a sneak preview of the end of level nasty just to let you know what you're going to be up against. In case this unnerves you it's worth bearing in mind that some tweaking has been done to *Snow Brothers*' difficulty. (That should bring tears to their eyes.) "A game in the arcades has different requirements than a game on the home computer," Pierre explains. That is a polite way of saying that arcade games are designed to take your money off you – so the harder the game the better. A 16-bit game has already taken all your money, now it just needs to entertain. So will the Amiga version be easier than the coin-op? "No, just more playable." STOP



It's snow joke being a nastie...



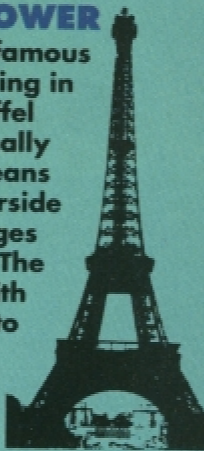
Ground-to-air snowballs ready, aim...fire!

WHAT'S WHAT

TITLE	Snow Brothers
PUBLISHER	Ocean
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	Late April, early May

FAMOUS PARISIAN LANDMARKS

THE EIFFEL TOWER



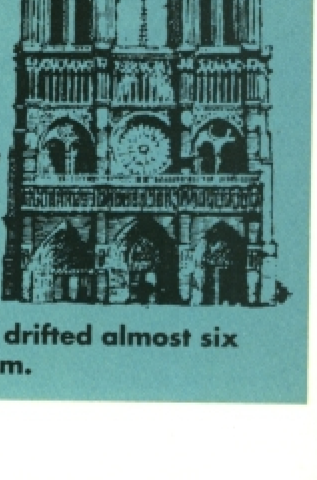
One of the most famous pieces of scaffolding in the world. The Eiffel Tower was originally designed as a means to paint the underside of the many bridges across the Seine. The idea was that, with wheels attached to the bottom, the tower would be pushed along the river bed while men on the top used their brushes. Sadly, once built it proved impossible to attach the wheels and the tower stayed where it was built.

THE ARC DE TRIOMPHE



One of the great might-have-beens of French Architecture. In 1707 Louis XIV ordered the building of a huge palace in the centre of Paris. His plans, which envisaged a palace of staggering proportions, proved too ambitious for both the French building trade and the Royal Coffers. After only four months the whole project was called off, leaving only an ornate front door frame – the Arc de Triomphe.

NOTRE DAME



Famed for its stained glass windows and its hunchback, few people realise that this ancient church is in fact moving. Notre Dame was built on the île de la cité which, due to the effects of soil erosion, has become separated from the river bed. During the last 50 years it has drifted almost six feet upstream.

PREDATOR 2™

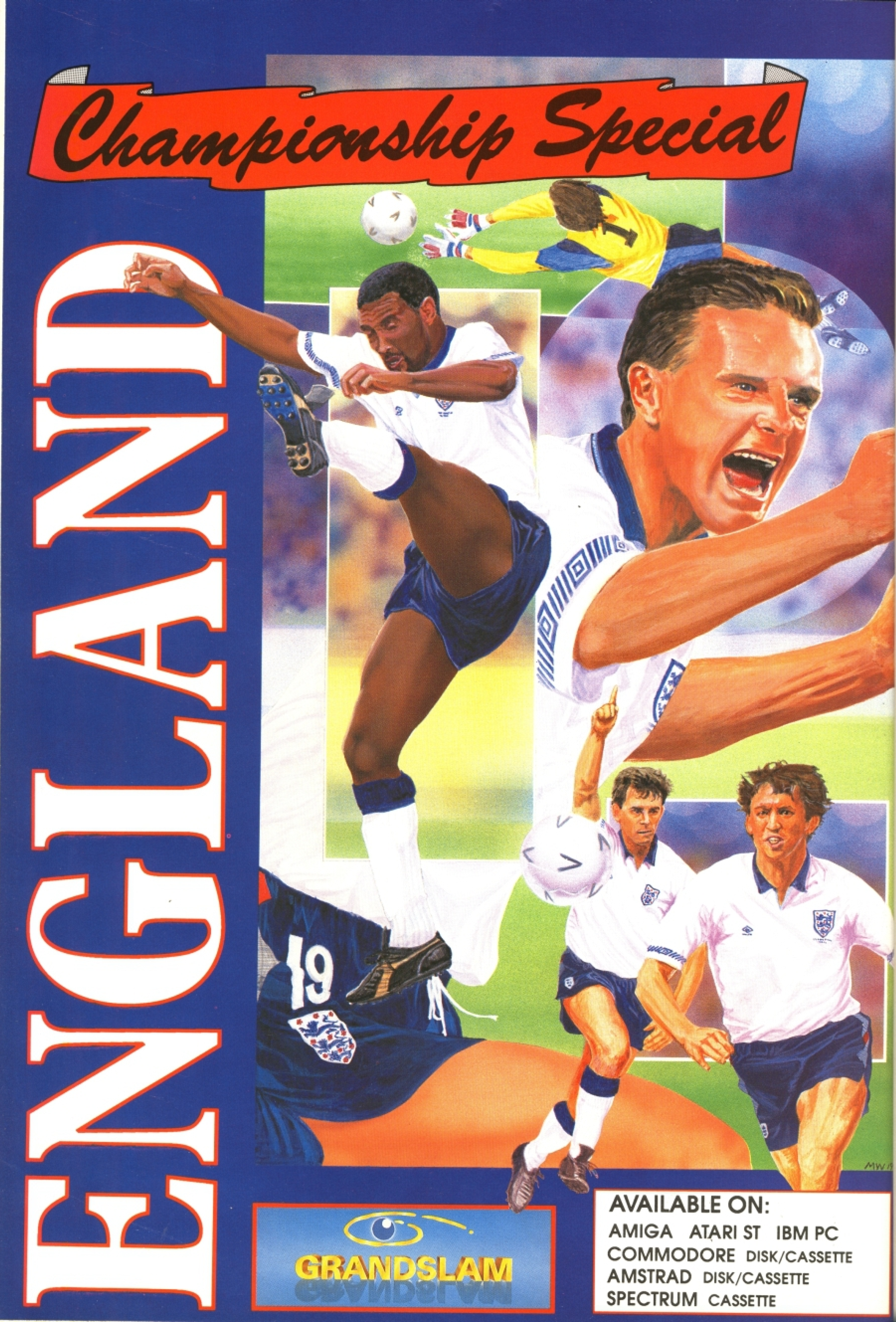


. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

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LETTERS

Funnily enough, according to the wisdom of the Oxford English Dictionary, *Lett* (LΣt) is not only two thirds of the word 'letter' but also another name for a Latvian. So now you know.

ANNA GRAM

My dear friends at ZERO – I hardly have any reason to write to your magazine but I couldn't help noticing that in your scoring system you have execution, graphics, sound and addictiveness. *(No prize for spotting that one Simon. Ed.)* Anyway, to get this letter printed in your brill magazine (grovel), I noticed (not again) that if you put the first letter of each of these together you can come up with the word Sega!!! Just thought I'd emm... let you know that amazing fact and I know that all in the ZERO office will sleep better for printing this letter and telling your readers that I noticed it.

Simon Lunt, Deeside, Clwyd.

Curses! You've seen through our subliminal and extremely lucrative advertising deal with Sega. Fortunately you failed to notice that if you rearrange the letters of ZERO you get Roze, famous producers of gardening software available at very reasonable prices from all reputable dealers. **Ed.**

QUOTE UNQUOTE

Quote from Feb issue "Let's take a look through the impecunious window"??!? Impecunious definition (impi-kew-nius) Having little or no money. What the hell has this got to do with the consistency of gravy??!

Chantelle Hyde, Dorking, Surrey.

The offending word appeared in our Budget *section. Budget; economical, inexpensive, e.g. budget meals for the family. So impecunious has a lot to do with both having no money and the consistency of gravy.* **Ed.**

BAD TASTING DOLPHINS

I have just been looking through my son's March copy of ZERO magazine. I found it quite interesting and entertaining until I came to the page with "Uncle Norris and his Voice of Reason". Was this supposed to be some kind of sick joke about one of the earth's most intelligent and beautiful mammals? Through man's ignorance and cruelty it is also in danger of extinction. This certainly shows why when items of bad taste are printed such as yours. It is a shame that Dolphins cannot write as I am sure they could come up with more interesting items than that article. Perhaps they could treat humans in the same way? Whether this was printed in bad taste or to make a point I feel it has no place in a computer magazine.

Mrs K. Wilkinson, Cowplain, Hants.

Erm... well it was a joke but the target wasn't dolphins but a distinctly less loveable creature. Surprisingly we've received a number of letters from dolphins and most of them missed the point too. Ah me, the trials of satire. **Ed.**

OH WHAT A LOVELY WAR

What has happened to *Commando War*? I was recently looking through my back issues when I came across a preview for the above mentioned game (July issue, page 12).

The game looked fantastic with great graphics, in-depth game play and the data disks to add more variety. But what has happened? The July issue said that it would be released in October. We are now well into February and there is still no sign of it?

Brian Clark, Lanark, Scotland.

A man after our own heart. We were well excited by the potential of Commando War. *Unfortunately everything has been put on hold because Titus (the game's publisher) has spent a lot of time and money buying up the Disney licence. Word now is of a May release but don't hold your breath.* **Ed.**

LEAD FREE ZONE

Your wish is my command. I'm enquiring about the RS232 connectors. Being an adventurous kind of chappie I went down to Tesco's and asked "Have you got any RS232 leads?" The nice person replied "On your bike son" which is a bit spooky as my bike had a puncture at the time.

Daniel Pemberton, East Molesey, Surrey.

Well done Daniel, keep taking the tablets. **Ed.**

MONEY MONEY MONEY

I am totally disgusted (why? I hear you cry), because of the current prices of ST and Amiga games. Nearly every game reviewed in your January issue was priced at £24.99. What ever happened to £14.99 and £19.99. It's a bloody disgrace.

I think I speak for most ST and Amiga owners about this, why the big increase in the prices? I thought the Gulf crisis only affected oil. One game was £34.99, I think it's a bloody cheek to charge so much. It's bad enough I've gotta fork out about £50 to get my ST repaired without having to pay £25 for a poxy game.

Barry Pethers, Bow, London.

Good point Barry but what about Mars Bars, eh? I remember when they used to be 7p and they came in a nice paper wrapper, non of this polypropeline synthiwrap nonsense. **Ed.**

ZERO'S VIRGINS

Investigative journo paragraph: in your October 1990 issue (in the shops September 1990) ZERO reviewed *Wonderland*, quoting a release date of October 1990. In the December issue, in the shops in November, what game had rocketed into the charts at number 2? You guessed it – *Wonderland*. It's funny though, because *Wonderland* wasn't even available in the Virgin Megastore shop until well into December. It's even more peculiar when you bear in mind that the chart would have had to get to you well in advance of the publication date – presumably some time towards the end of October. It becomes worrying when you remember that Virgin produce both the game and the chart. Nothing like a free bit of plugging, is there? Even if the game isn't in existence at the time.

Consumer's Complaint paragraph: *4-D Boxing* was given a release date of November – it's still not in the shops. *Escape From The Planet Of The Robot Monsters* was due out on the PC last May according to Domark. There's no sign of it ten months later – where is it? Why don't software companies give realistic release dates?

Joseph Coulson, Hither Green, London.

Journalistic cliché paragraph: information correct at the time of going to press. Companies tell us their release plans but these can be changed for a number of reasons (see Brian's letter for an example).

As you point out, we receive our chart well in advance of publication date. Consequently if we printed a sales chart it'd be well out of date by the time the mag was on sale. Therefore Virgin Megastore compile a Shipping Chart for us which measures the orders the shop is placing, based on past and anticipated sales. **Ed.**

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ZERO reviews

CRITICS' CORNER

After their success at escaping from one of Her Majesty's prisons last month we decided to set our critics a slightly stiffer test. So this month we locked them up in a high security prisoner-of-war camp, surrounded by a 30 foot high electrified barbed-wire fence. The idea is for them to escape – either as an organised group or as lone mavericks. Who will escape? Who will get caught? What will the plans be? It's entirely up to them. So here goes: night is falling and they're huddled together in the single wooden hut...



David Wilson: David decided that the only course of action for the group was to bribe their way out. He asked everybody to empty their pockets and pool resources, for he himself was penniless. He then produced a half ounce packet of Old Holborn, a bunch of keys – and then a massive wad of 50 pound notes. "Ahem," he grunted, quickly stuffing the cash back into his pocket. "Blimey, you're loaded" yelped Lord Paul. "That wasn't dosh," lied David, it was just some bits of paper. "And I'm the Queen of Sheba," sniped Jonathan, "you would have had us give all our money away while you kept yours." David told him to naff off.



Amaya Lopez: The new Deputy Editor wanted action – and she wanted it now. "Right! This is how I see it! It's dark out there and they haven't got an infinite number of searchlights!" There was a general murmer of agreement. "Okay, so somebody's got to draw the fire, and earth the fence with their dead body while the rest of us dig under it on the opposite side of the camp and escape. We need a volunteer first though." Everybody studied their shoes. "Let's pick straws then," she suggested. After two hours of extremely heated debate it was decided that nobody had any straw. Amaya was none too pleased.



Lord Paul Lakin: Vexillologist Lord Paul knew the score. He knew that everybody had seen an 'escaping from prison of war camp' film – which meant that everything from the 'burrowing underground' to the 'makeshift hanglider' had been done before and couldn't be used again. He had a better idea though: "we've got blankets and we've got a lot of time. "So," announced the ZERO aristocrat, "We turn the blankets back into thread, manufacture our own dyes from vegetables, and produce a flag. A flag amongst flags. The biggest and most intricate flag the world has ever seen." No-one seemed particularly interested.



David 'McVicca' McCandless: Macca was unarmed, but still highly dangerous. He'd left his ZERO comrades hours ago, and had made his way, garrotting with gusto, through the main gates and into the forest beyond. But the noise of machine-gun fire wasn't far behind. He was in enemy territory, totally outnumbered, confused and knackered. But this didn't worry him – he'd learnt how to fashion a devastating weapon from nothing but twigs and the skin of a rabbit. It was an awesome tool of war which left many mothers childless. Within three weeks he was to make it home, against almost unbelievable odds. (Again.)



Jane Goldman: Busty, pouting ZERO centrefold Jane knew exactly what she was going to do. She was going to flirt her way out. She explained this to the others. "I'm going alone – this is a one woman operation." Everyone agreed, and wished her luck. Jane thanked them, and strode towards the main gate. She blew a kiss to the searchlight operator, who obligingly pointed his light at the main gate. Jane headed for it, freedom just a few hugs and kisses away. However, as she approached, she noticed the dead bodies of several soldiers. An alarm was sounding. She was 'escorted' back to the hut by 12 non-lesbian women guards.



Jonathan Davies: Jonathan spun on the spot and stared with disbelief as the door slammed open and Jane was flung back into the hut. "That was quick," he said. She didn't answer immediately (as she was slightly concussed), but as her head cleared she glared at him and spat: "Okay, so it d-didn't work, but at least I tried." She climbed to her feet. "So what brilliant plan have you got then?" Jonathan looked pleased with himself. "It's my pet," he replied, "he's a warthog. Imagine a large pig with armour. I've blown my command whistle and he's on his way. He'll take time to get here – but when he does..." (See next month.)



Duncan MacDonald: "They'll be expecting us to tunnel out," whispered Dunc, "but they'll have seen *The Great Escape*, so our tunnel will have to be different." The others wondered in what way it would be different. "Well, instead of tunnelling out, we'll tunnel back in!" he explained. "But we already *are* in," the group chorused."Exactly," said Duncan, "it's confusion tactics. If we tunnel out, and then back into the hut every night, eventually they'll get bored of the whole thing and leave us to it." "Leave us to what?" asked Amaya, bemused. "I'm not too sure," replied Duncan, "but it'll give you time to think of another plan... "

WHAT'S WHAT

Scoring? Easy peasy – here at ZERO, we can score in our sleep! But for you mere mortals, here's how to do it.

THE VERDICT

G GRAPHICS 92
S SOUND 90
A ADDICTIVENESS 94
E EXECUTION 96

94

Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but **Execution** may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.



Who would believe this cutie would turn into such an evil little bast?

BRAT

***Brat* is something of a novel game. That's to say there aren't really any concrete genres to slot the little blighter into. This is good news for our man *Duncan MacDonald*, because he's always wanted to create a genre-tag all of his own. And at last he gets a chance. And it's all thanks to Mirrorsoft. Hurrah!**

ZERO HERO

WHAT'S WHAT

TITLE	Brat
PUBLISHER	Mirrorsoft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	April

B*rat* – it's not a vertically scrolling shoot 'em up. It's not a horizontally scrolling beat 'em up. It's not a viewed from above maze game. It is, in fact, something else – but the thing is, because there's nothing in the genre books to cover it, I'm going to have to furnish the definition myself. Here goes: *Brat*: it's an inexorably scrolling, zig-zag down the screen 'em up. *(Seriously pathetic, and not entirely accurate anyway. You could have said it's a bit like* Lemmings. *Ed.)* Here's the basic outline. After an infuriating title screen with digitised speech (the nappy-wearing brat trashing his toy mouse), you move onto the front-end where you can opt for a demo (set in Toyland) or a level-code entry. (Obviously you haven't been given any level codes yet, and you probably won't for some time, as this game's a bit of a bast – in fact, if you're crap you may never get one, so keep tuned to *Crystal Tips*.) Anyway, the third option on the front-end is the 'start game' option. So let's start the game... very soon you'll see a screen. A screen not too dissimilar to the one below, in fact...

Right, so what's going on, you may ask. Read on...



1 This is Brat. You've got to tell him where to go and what to do by placing icons (from the panel on the right) in his path. And when action is frenetic it's easy to miss, or to pick up the wrong icon.

2 This is the top of the screen. In 10 seconds it's going to start moving down towards Brat, and it's going to keep on moving. If it overtakes him it's curtains for the nauseating child. (No bad thing, I say.)

3 This is void. It's blackness. It's a near-bottomless ravine. You don't want Brat to drop down there, do you? (Who said "yes"?)

4 This is a milk bottle. Handy things, milk bottles, because if you possess one you can start from where you got killed (and don't get flung back to the start again – very annoying).

5 But unfortunately, this is a rock. Brat can't climb over it, so it has to be destroyed. But how?

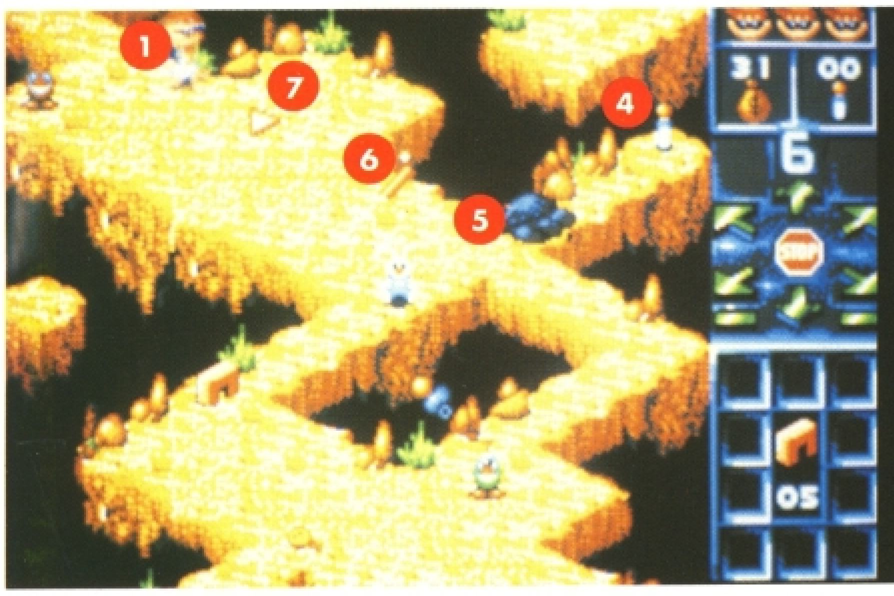
6 With one of these, of course – a stick of dynamite. Once Brat has walked over the dynamite icon it'll disappear from the main screen and appear in your inventory box (so you can use it by placing it on 'something'. The rock in this case).

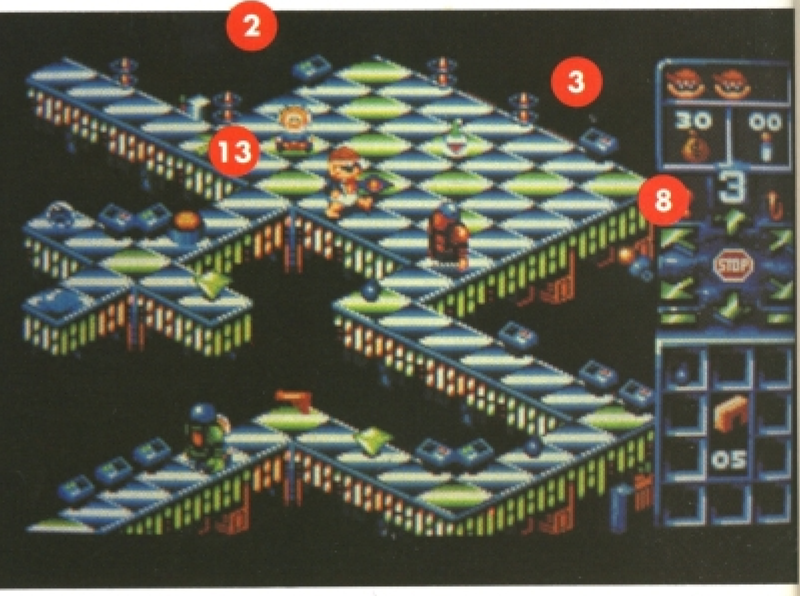
7 This empty warning triangle is a 'stop scroll' icon. If you place it in Brat's path and he treads on it, the inexorable upward landscape scroll becomes slightly less, er, inexorable. (i.e. it stops. But only for 10 seconds).

8 This 'stop sign' icon stops Brat in his tracks, and he'll only move again once you've placed a direction arrow under him. The scrolling will continue however.

9 These are the direction arrows. Six of them, from '12 o'clock', through '6 o'clock', er, back to '12 o'clock' again. They tie in with your cash box at the top.

10 This is the cash box. Walk over gold coins, collect money and the number, obviously, will increase. The amount of money you possess is

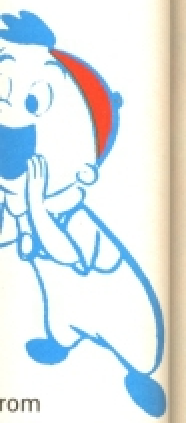




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directly proportional to the amount of arrows you can use (i.e. no cash, no arrows – rendering Brat uncontrollable. End of game).

11 The inventory box. Here is where the 'usables' (dynamite and loads more besides on further levels) are stashed. In the centre you'll see a bridge. The number beneath it tells you how many you have left.

12 This box is empty for the mo, but if you're lucky you'll be able to fill it with an arrow that allows you to reverse the scrolling for a few seconds (if you find you need to backtrack).

13 This is a 'cute thing'. There are loads of different types of 'cute thing', but basically they're score enhancers.

14 This shows how many milk bottles you have. If you were paying attention, you'll know what they do.

So there you have it. The first moments of a game of *Brat*. All the icons from the right hand panel can be picked from their respective boxes by positioning the mouse cursor over them and clicking the left button. Drag them to the ideal position on the main screen, click again, and they'll be dropped. A good idea would be to talk you through these initial moments of the game, because it carries on in much the same vein, only getting more exasperating minute by minute, with new challenges (in the shape of roads with moving cars, dive-bombing planes etc.) being thrown at you. Are you ready? Steady? (Have a calming sip of shandy)... Go!!!!

Oh dear, the screen's going to scroll in a few seconds. Quick, drag a '2 o'clock' arrow next to the rock (aiming at the milk bottle). Bung another arrow (pointing back the way you came) on top of the milk bottle. Corks, the scroll's started, and Brat is on his way. Right. Stick a 'stop icon' just above the first arrow you dropped and wait for Brat to pick up the dynamite for you. Okay, it's in your inventory box now, so grab it, place it on the rock and... kaboom! But the top of the screen is now very near our now stationary brattish 'chum'. Bung a '5 o'clock' arrow underneath him to get him moving again and then, quick smart, stick down a 'stop scroll' icon in front of where he's going to go. He turns right, stomps on the thing and, phew, the screen is frozen. Then he trundles up to the milk bottle, collects it, senses the 'seven o'clock' arrow and heads back that way. But what's coming up next? Well, until the scrolling starts again, you won't know – so your reactions are going to have to be razor sharp. It's a long way to the end of stage one – and even when (or if) you reach it, there are three further stages before you can take a brief respite as level two loads in. Yup, it's that sort of a game. An inexorable sort of a game. The sort of game that inspires this sort of conversation with someone who's playing it:

Non player: Hey, did you see the Grand Prix?

Player: Yeah, I – oof – get over there you bast! No, no, not that arrow... that one. Phew. Er, sorry?

Non player: Did you see the Grand Prix yesterday?

Player: Yeah, I – aaaargh, no, no, no. Quick, milk bottle, milk bottle. No! Aaargh! Stop scroll, stop scroll. Phew. Er, sorry?

Non Player: Did you see the Grand Prix?

And so on. It's a bit like *Lemmings*.

BRATS OF THE CENTURY

No. 1 – Prince William.



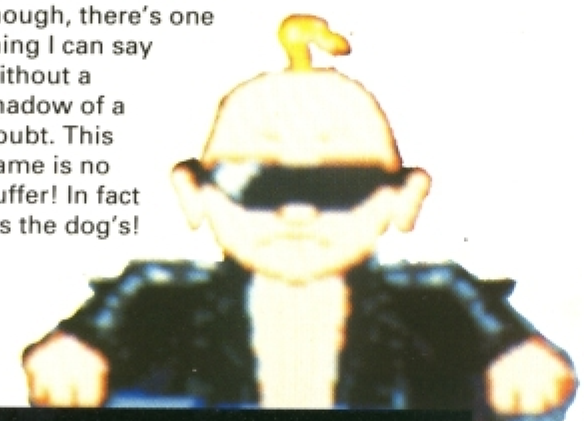
'Wills', eh? What a right royal little cherub. With such fine manners and regal bearing it's not surprising he's next in line to the throne after Charles. Hooray! (Translation: Prince William, eh? What a precocious little gitbag.) *(There goes your OBE. Ed.)*

AMIGA

As well as the *Lemmings* comparison, what also hit me is that the feeling you get while playing *Brat* is akin to the feeling you get when playing *Skweek*. (Remember Loriciels' *Skweek*?) The control modes are totally different, it looks nothing like it, but there's that all-consuming sense of urgency, which, I suppose is one of the main ingredients that goes into producing 'a seriously addictive game'. These sorts of games make your body produce the kind of chemicals that, could you synthesize them, you'd be able to sell for a fortune to athletes and weight-lifters.

There are twelve levels overall, each comprising three stages, and I reckon that if you sat down and finished the game in one sitting (if it were possible, which I doubt), you'd be reduced to a jibbering wreck. The graphics, as you can see, are very nice – everything moves well and the screen layout is great when it comes to the user-friendliness stakes (mind you, if your mouse is crap you may be of the same opinion).

Yup, *Brat* is original and compelling stuff, it has to be said. My only worry is whether the compelling side of it is quite 'compelling' enough, as at times it can (I found) turn into a bit of a memory test (and my memory is virtually non-existent). That aside, though, there's one thing I can say without a shadow of a doubt. This game is no duffer! In fact it's the dog's!







THE VERDICT

G	GRAPHICS	90
S	SOUND	90
A	ADDICTIVENESS	89
E	EXECUTION	89

20 • 40 • 60 • 80 • 100

It's isometric, it's original and the background scrolls inexorably upwards.

90



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AMSTRAD (Compatible with CPC Plus
POWER UP BY ocean
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UNDER WRAPS

FUTURE PEAK



Electronic Arts, one of last year's most exciting software publishers, told us "You ain't seen nothing yet". *David 'Doubting Thomas' Wilson* takes an exclusive peek at what will be on offer from EA over the next twelve months.

CHUCK YEAGER'S AIR COMBAT



A P-51 optimistically chases an F4!

Third in line from EA's licence of the American test pilot, comes *Chuck Yeager's Air Combat*. If you felt the other Chuck Games – *Advanced Flight Trainer I and II* – were marred by the lack of opportunity to shoot anything, (despite the fact that *Chuck's AFT* is EA's best selling worldwide game to date!) then wait till you see this baby. The emphasis is firmly upon training pilots for air combat, as Chuck steers you through the three real life wars he flew in, namely World War Two, Korea and Vietnam. There are 50 missions in total, but there's also a brilliant custom mission which allows you to fly any one of the six available fighters against up to 15 enemy fighters and bombers. The custom mission also enables you to create 'what if' scenarios – a Mustang against B-52's, a Phantom against Yak-7's(!) The choice is yours.

Graphically, Chuck looks a treat on the PC (and the game doesn't look bad, either) There's loads of detail (though you can turn it down for a faster frame rate), accurate airplane shapes, full 256 VGA colours and graduated skies. This shouldn't come as too much of a surprise to us, since the programmer, Brent Iverson, has used a refined version of the game-driver from his ZERO Heroed *LHX Attack Chopper*. In line with current flight sim developments, *Chuck* will feature full replays of your whole mission complete with fast forward rewind facilities. You'll also be able to view your mission from your plane or any other aircraft.



Oh, and Chuck himself will make the occasional appearance to offer tips and advice. Yep, it's time to brush up on your Chuck-speak again. "Nice Auger Job." *(Thanks very much. Ed).*

WHAT'S WHAT

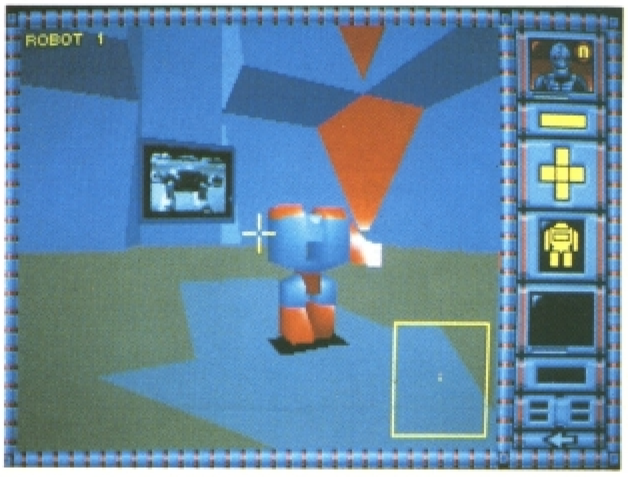
TITLE	Chuck Yeager's Air Combat
PUBLISHER	Electronic Arts
PRICE	To be announced
FORMAT	PC/ST & Amiga
RELEASED	August/To be announced

CYBERFIGHT

Fans of EA's previous future sport game, *Powerdrome*, will be well chuffed to hear that Michael Powell, designer of said game is currently writing a similar title. It's called *Cyberfight*, and it'll be published in August. In a futuristic arena, two mighty gladiator robots are pitted against each other in a battle to the death. One player can take on the computer robot or two players will be able to fight head to head by connecting computers. The possibility of datalinking is also being worked on. For posh PC's, Cyberfight will brag 256 colour VGA graphics employing all the latest coding techniques.



Arm your robot from the weapons screen touting turbo fists, missiles, Gatling guns and body armour – then it's time to kick some metallic bottom. There's even a choice of arenas, and you'll be able to alter the colour palette and add graduated skies (seen to best effect in the outdoor arenas). There are two bunkers allowing the robots to re-arm and a large monitor on the wall flickers a black and white video picture of the proceedings. Various viewpoints are catered for including split-screen for head to head games.



Hang on, *Neighbours* is on in a minute

Each robot also has a nifty jet pack, as well as having different acrobatic skills! In a particularly tight spot, press the 'stunt' key and your robot will – despite his ungainly bulk – perform an elegant half-pike tumble and land Olga Korbett-like in the opposite side of the arena. Expect *Cyberfight* to appear in the late summer on PC, whilst ST and Amiga versions will be available at a later date.

WHAT'S WHAT

TITLE	Cyberfight
PUBLISHER	Electronic Arts
PRICE	To be announced
FORMAT	PC/ST & Amiga
RELEASED	To be announced



CASTLES

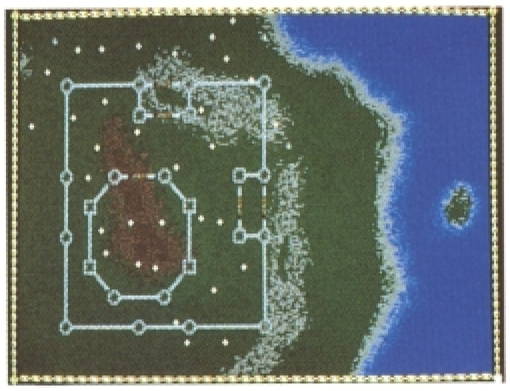
Castles, with their teasing little turrets and cutie crenellations, could soon be the sexiest thing to hit home micros. Step aside Windsor, Caernarvon, Edinburgh, Barbara and Roy, as *David 'Knight To King's Bishop Three' Wilson* takes an exclusive look at *Castles* – the corking new title from Electronic Arts.



It caused a storm when it was previewed at the CES show in Las Vegas. It combines elements of classic games *Sim City* and *Populous*. It's been developed in the US by Interplay and will be published in the UK by Electronic Arts, and it's going to be absolutely enormous. Yes, but what is 'it'?

Why it's *Castles* of course! (Didn't you read the intro or what?) Take *Sim City* god-game style control over the design and building of a medieval castle, whilst all the while participating in an RPG – building allegiances with neighbouring warlords, keeping the peasants happy etcetera – then finally put your defences to the test as your castle is attacked by an army of little *North And South* people. This'll give you some idea of just how good *Castles* is going to be!

AN ENGLISHMAN'S HOME IS HIS CASTLE...



Castles puts you in the role of a medieval leader in charge of a fictitious land. Around you are similar lands with similar leaders – and a motley crew they are too. You'd be best advised to build some sort of fortification to defend yourself in case any of these rogues have designs on your territory. This then is your first task.



Phwoar! These Chain Mail underpants are a night-mare on me Emma Freuds!

Beginning with a 'construction kit', you'll get to place walls, round towers, square towers, keep, portcullis et al in whichever design takes your fancy (fans of the architect Richard Rogers – the geyser behind the 'inside on the outside' Pompidou Centre – need not apply).

WORKMAN'S BUM

Once you've come up with your design, it's time to make your dream home a reality. With the money you've got saved in the bank (a sum accrued by taxing your good peoples) you start to employ builders, quarriers, stone masons and the like. The more workers you employ, the quicker the job gets done but the more you'll need to raise via taxation to pay the wage bill. Raise taxes too high and you'll have a revolt on your hands.

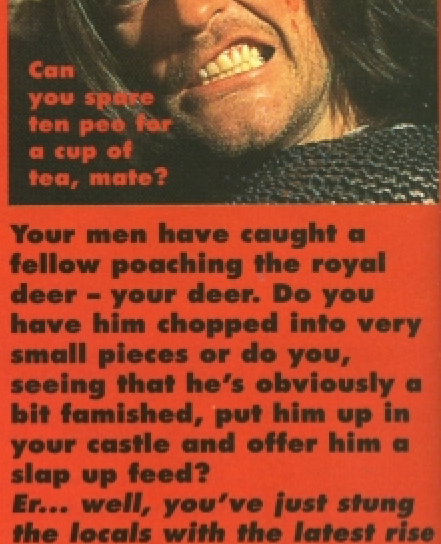
Now you'll get to see your castle



'CAS

A sort of medie

QUESTION 1



Can you spare ten pee for a cup of tea, mate?

Your men have caught a fellow poaching the royal deer – your deer. Do you have him chopped into very small pieces or do you, seeing that he's obviously a bit famished, put him up in your castle and offer him a slap up feed?

Er... well, you've just stung the locals with the latest rise in ye pole taxe – maybe you'd better be benevolent in this case to avoid a court-ful of revolting peasants.

Hurrah, the peasants are pleased with your leniency!

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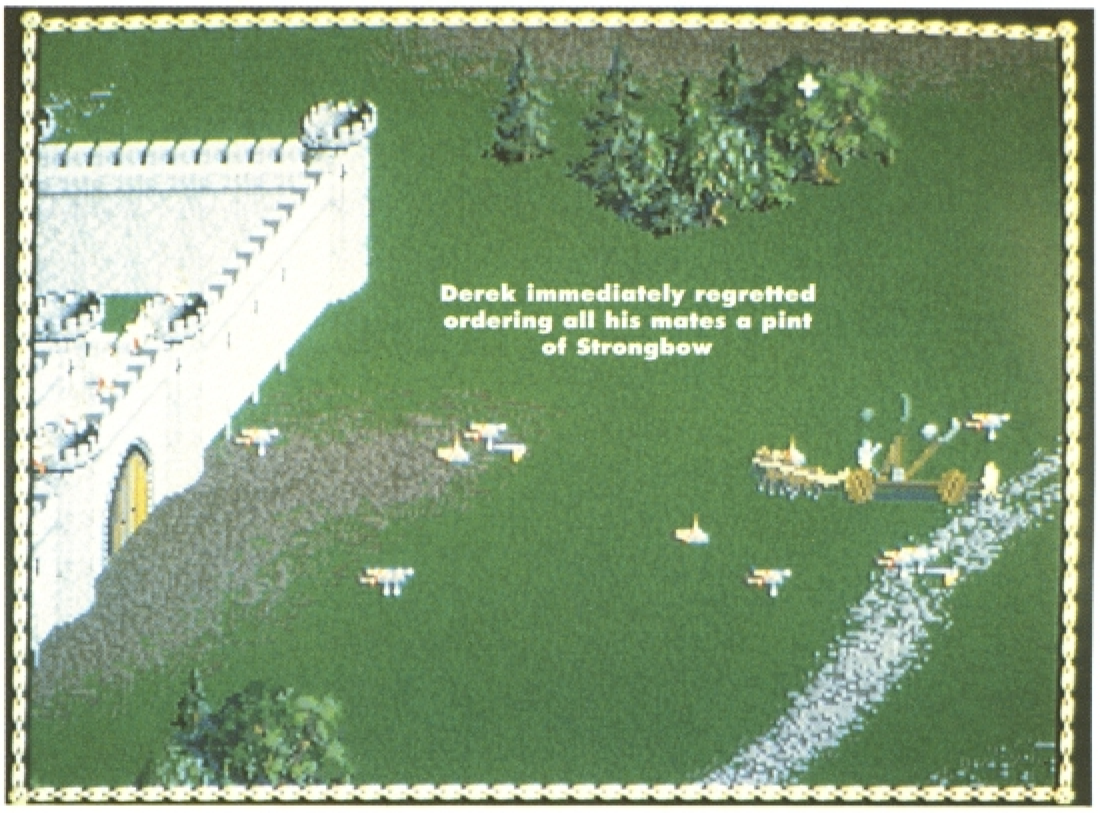
being built with tiny builders up scaffolds, little chaps running around with wheelbarrows and bricklayers with little bottoms poking out of their jeans. *(Liar! Ed.)* From the foundations, the walls will start to emerge and you're on your way.

OH NO... IT'S THE ARCHERS



All the while graphics pop up to keep you informed of developments in your own and your neighbours countries. You'll frequently be called upon to make decisions, and these will in turn affect your relations with other characters.

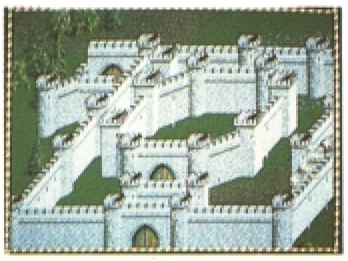
Ultimately you should end up with a rather spanking castle complete with arrow slits and cauldrons (for boiling oil). And now you can start being extra cheeky to the peasants and downright rude to your neighbours. Hurrah!



Derek immediately regretted ordering all his mates a pint of Strongbow

SIEGE MASTER SYSTEM

The piece de resistance of *Castles* is the pitched battle that ensues from such anti-social behaviour. Just like the excellent battle sequence in the under-rated *North And South*, an army of tiny soldiers appears armed with seige machines or giant catapults who then commence advancing on your fortification. You too have an army of tiny people including rows of archers who meet the advancing hordes with a salvo of arrows. Again like *North And South*, if any soldiers are killed their bodies will lie on the battlefield. Similarly, the catapults have a devastating effect on the scenery – just watch your lovely castle walls (which you've sweated buckets over) start to crumble as the flying boulders hit home! If the enemy gets near your walls, they'll try to scale them with ropes and ladders. Gad! It's time to pour out the rather hot oil. Hurrah! It's a Spry Crisp And Fry day. And if the enemy get over the walls the battle will continue on the battlements!



Castles looks set to be huge when it's released over here in July. Initially it'll be out on PC only, but EA tells me that it's considering Amiga and ST versions for a later date.

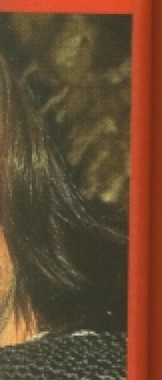
WHAT'S WHAT

TITLE	Castles
PUBLISHER	Electronic Arts
PRICE	To be announced
FORMAT	PC/ST & Amiga
RELEASED	July

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QUESTION 2

You find out the poacher, now safely ensconced as your guest, is none other than Ethelred The Ruddy, who for the last six months has been sending Polaroids of his bottom to Duchess Emelda of Warfield. Emelda, wife of your particularly warlike neighbour, has demanded Ethelred be handed over in order to have his hands cut off (at the armpits). Do you hand Ethelred over?

If you do so, you'll avert a war with Warfield but what about your chances of inclusion in Egon The Unronay's Hosts With The Moste Guide?

Decisions, decisions...



OTHER NEWS

The long awaited sequel to Bullfrog's classic *Populous*, the imaginatively titled *Populous II* is also scheduled to appear this year. EA tells us it should be out around September on ST and Amiga. Expect it to race straight to the top of the charts. EA also has another flight game up its sleeve called *Pilots In Paradise* (as reported on last month's *Grapevine*). It's a cinematic style flying game, incorporating simmy flights in a Catalina flying boat between Pacific islands. EA tells us



it's a massive project featuring 50 islands in total, each with four towns. Islands will be rendered in fractal graphics as you fly toward them. In the trading section you'll have loads of parallax scrolling and the people you'll meet will be based upon actual digitised photos (of the EA staff at the moment!) Expect it in June.

Finally *Powermonger* fans will also be pleased to hear that Electronic Arts is about to publish a *Powermonger Clue Book* to accompany the hit title. Expect UK-wide distribution in June.

POWERMONGER DATA DISKS



Er... there are no plans for a Black Hole setting for a future data disk...



Those cunning Bullfrog chappies coded the classic *Powermonger*, so that it could be followed by data disks, which when added to the original game would completely alter the appearance and gameplay. Because this has been pre-planned, the data disks have been produced relatively quickly and also for the rather reasonable price tag of £14.99. The new data disks will also attempt to tweak any dodgy areas of gameplay.

The first will be called *Powermonger: The First World War Edition* (the name's changed since last month's *Grapevine*), and is set in World War One. Now instead of little chappies, horsies and sheepies, you'll get armies equipped with little tanks, little planes and ruddy huge machine guns. You'll be able to get the local populace to dig trench systems, build barrage balloons and then bomb them in your biplanes – it'll be the business!

Several Data Disks could also be in the offing (dependent upon how well the first one does) with settings including the American Civil War, Feudal Japan, a fantasy swords and sorcery land and a futuristic space base.

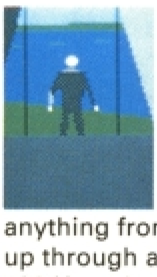


WHAT'S WHAT

TITLE	Powermonger: The First World War Edition
PUBLISHER	Electronic Arts
PRICE	£14.99
FORMAT	ST & Amiga
RELEASED	May

BIRDS OF PREY





Another long awaited title to be published by EA is a definitive flight sim from Jez *'Starglider'* Sans. *Birds Of Prey* boasts 40 aircraft to be flown on a wealth of missions. Fly anything from a humble Hawk jet trainer, up through all the latest fighters, to C-103 Hercules transports, SR-71 reconnaissance planes, B-52 bombers – even Galaxy tankers! Consequently all the mishes cover every aspect of combat



flying, including para-drops, mid-air refuelling, bombing, dogfighting and test piloting. The presentation we saw looked superb with hosts of options, big mission maps, campaign options, arming screens, and probably the most detailed, fully shaded, curved polygon aircraft shapes. Keep an eagle eye out for *Birds Of Prey* – it'll be on 1 Meg machines (half Meg versions are planned to follow) by late 1991.

WHAT'S WHAT

TITLE	Birds Of Prey
PUBLISHER	Electronic Arts
PRICE	To be announced
FORMAT	ST & Amiga/PC
RELEASED	September/December

DRAGON

Two ex-Imagine programmers, Jake Glover and Dave Lawson have teamed up to form a new er...



development team called Rapier. This is the outfit behind *Dragon*, a somewhat new departure from Electronic Arts' normal fare. *Dragon* lets you play the title role in a multi-scrolling mythical adventure. As you can see, the sprites are huge. What you don't see is the way in which they move. The dragon is beautifully animated as he manoeuvres his cumbersome bulk to walk forward, fly, turn around and look behind him. As well as being able to kill enemies by landing on them, he packs a mean fire ball which he can fire up and down (as well as forwards) by moving his head. This is really neat too, as the dragon's head and neck shift through numerous frames of animation to labouriously shift to a new position. Rather oddly, he can also turn elves into frogs by just touching them. Still, ours is not to wonder why, er... but rather to eat said amphibious mammals to replenish dragon strength. Blimey! The whole project is in its early stages but EA is aiming for a September release.





WHAT'S WHAT

TITLE	Dragon
PUBLISHER	Electronic Arts
PRICE	£24.99
FORMAT	ST & Amiga/PC
RELEASED	September/ To be announced

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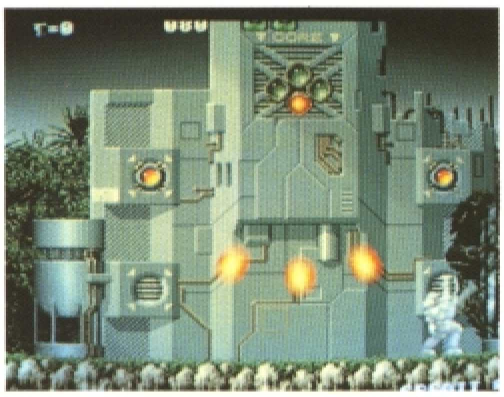


DOSH EATERS

What is it that makes Walkers Crisps adverts so annoying? *David 'Jingly Pockets' Wilson* didn't bother to sit around and find out. Instead he headed down to the Electrocoin arcade emporium to check out the latest coin-op releases.

SLOTTIES CHART

1	**PIT FIGHTER** Atari Games
2	**WORLD CUP '90** Techno
3	**CARRIER AIRWING** Capcom
4	**BLOOD BROTHERS** Tad Corp
5	**MAJOR TITLE** Irem
6	**HAMMERIN' HARRY** Irem
7	**DOUBLE DRAGON 3** Jaleco
8	**RAIDEN** Seibu
9	**OUTZONE** Taito
10	**FINAL FIGHT** Capcom



GUNFORCE

Irem/50p a go

From the people who brought you *R-Type* comes *Gunforce,* a horizontally scrolling blast 'em up set in a future war. Up to two players can participate in this romp through a hi-tech landscape blowing up troopers, gun emplacements and huge armoured vehicles. As in *Mercs, Ikari Warriors* et al (although it doesn't share the same viewpoint as these titles), if you blast a bad guy out of a gun-toting jeep, you can hop into the driving seat and benefit from the extra firepower. There are various power ups dropped by blowing away certain bad guys, but be warned – you can't pick them up if you're in the jeep. The fact that I had to keep stopping my jeep (usually directly below enemy emplacements) to pick up an ammo clip didn't add to my character's longevity. Maybe that's why *Gunforce* struck me as being rather a hard game. You'd probably get more value if you played with a pal. Usual high Irem standard, but not my favourite.

BLOOD BROTHERS

Tad Corporation/50p a go

I was playing this one for ages at the old Arcade Trade Show back in January and pretty mad it is too. The 'blood brothers' of the title are a cowboy and an indian who are fighting side by side against an equally unlikely melange of baddies – cowboys, cavalry, indians and even Zeppelin airships make an inexplicable appearance. In a similar fashion, the destruction wrought by the multi-racial duo borders on the unfeasibly large – whole buildings collapse, whole towns explode and armies of bad guys get blasted. In essence, *Blood Brothers* is *Cabal* in a Wild West setting. The two characters you and a chum control are in the foreground and *Oppo Wolf* cursors denote where the chaps are shooting. Also like *Cabal*, the graphics have slighty humourous animations – the cavalry sort of prance on like a ballet troupe, grenade throwers look similarly effeminate and for extra weapons you can shoot a fat pig with a ribbon tied around it that occasionally scampers across the screen ! If you liked *Cabal*, you'll love *Blood Brothers.*



VAN DYKE

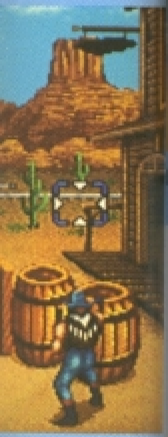
Jaleco/50p a go

Dick Van Dyke, eh? Worra nonce – mincing about as a chimney sweep in *Mary Poppins*, queening around as the mad Professor Potts in *Chitty Chitty Bang Bang.* Well, the latest coin-op title from Jaleco – the company that brought you all three *Double Dragon* games – has nothing to do with Dick at all. In fact, it's more of that Dungeons and Dragons, swords and sorcery business. It's also rather brilliant. You play this loin cloth-clad geezer in a vertical scrolling beat 'em up against mythical monsters. There are various different weapons to pick up, many food and strength-enhancing goodies, as well as the usual chests to be opened. Amongst the weapons is a rather superb chain mace doopha that you not only throw out but can also steer via the joystick in a large circle, smashing beasties all round you. With neat animations and sound, great graphics, large explosions and a nice variety of baddies (including huge end of level basts), *Van Dyke* is well above average for this style of game.



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ROBOCOP 2



Data East/50p a go

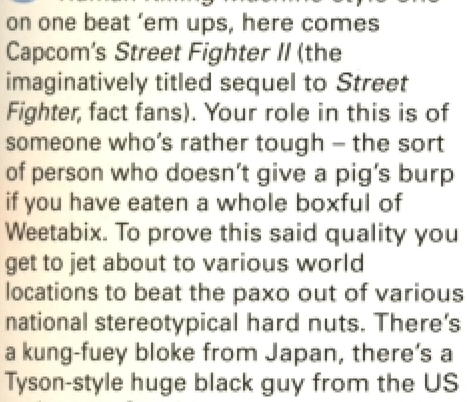


Hurrah! Everyone's favourite baby food-guzzler is back in the arcades with the sequel to the first coin-op stormer. Data East has come up with more of the same fast and furious action that got rid of so much of our small change a year or two ago. Well, here's the slottie sequel – albeit some time after the computer conversion – and rather corking it is too. Whilst the micro version has radically little variety in the main game, the coin-op has constant variety including viewpoint changes (from a view from the side shoot/beat 'em up, to a view from behind *Cabal*-type shooter). As well as the 'walking' shooting section, there's also a scroll into the screen bike shoot 'em up where you get to blow up trucks full of the designer drug Nuke with your horizontal and vertical vector gun sight. Loads of action, loads of variety. I'd buy that for a dollar!

STREET FIGHTER II

Capcom/50p a go

Just when everyone and their dogs thought they'd seen the last of *Human Killing Machine*-style one on one beat 'em ups, here comes Capcom's *Street Fighter II* (the imaginatively titled sequel to *Street Fighter*, fact fans). Your role in this is of someone who's rather tough – the sort of person who doesn't give a pig's burp if you have eaten a whole boxful of Weetabix. To prove this said quality you get to jet about to various world locations to beat the paxo out of various national stereotypical hard nuts. There's a kung-fuey bloke from Japan, there's a Tyson-style huge black guy from the US and so on. Graphics are state-of-the-art – though each combat is confined to a single screen, the combatant sprites are enormous and there's loads of detail in the backdrops. You'll have to defeat each opponent in unarmed combat using the large variety of moves open to you, but watch out – as you progress through the bad guys, you'll find them acquiring quite superhuman skills. If you like this kind of thing you'll love *Street Fighter II*, but otherwise it's a state-of-the-art one on one beat 'em that's about as original as Heinz's 57th variety.



CAVEMAN NINJA

Data East/50p a go



Caveman Ninja is a completely mad, mad McMad of a coin-op where up to two players take the roles of Captain Caveman/Fred Flintstone-type characters romping across a prehistoric landscape battling other cavemen and dinosaurs in rescue attempts for various captured curvaceous chicks. (How come the damsel in distress is always a walking sex bomb while all the cave males are squat, fat, little fellows with as much sex appeal as a pair of Robert Kilroy Silk's socks?) As you'd expect, the graphics are fab with enormous sprites being blittered about all over the shop – including giant Tyrannosaurus Rexes and huge man-eating plants that spit out seeds which become other huge man eating plants! There's bags of humorous touches too – check out your caveman's face when he sees the end of level dino! Obviously back in the stone age 'ninja' skills weren't very advanced since it's more bone throwing than bushido, more klubbing than karate. Still there are loads of power-ups to enhance your arsenal including better weapons, and something that triples your attack by producing little clones of yourself charging in the direction you press fire. Power-ups come in the form of little stone statuettes, which in turn are contained in the eggs dropped by flying Pteradactyls – did I mention this game was crazy? Quite novel and loads of fun.

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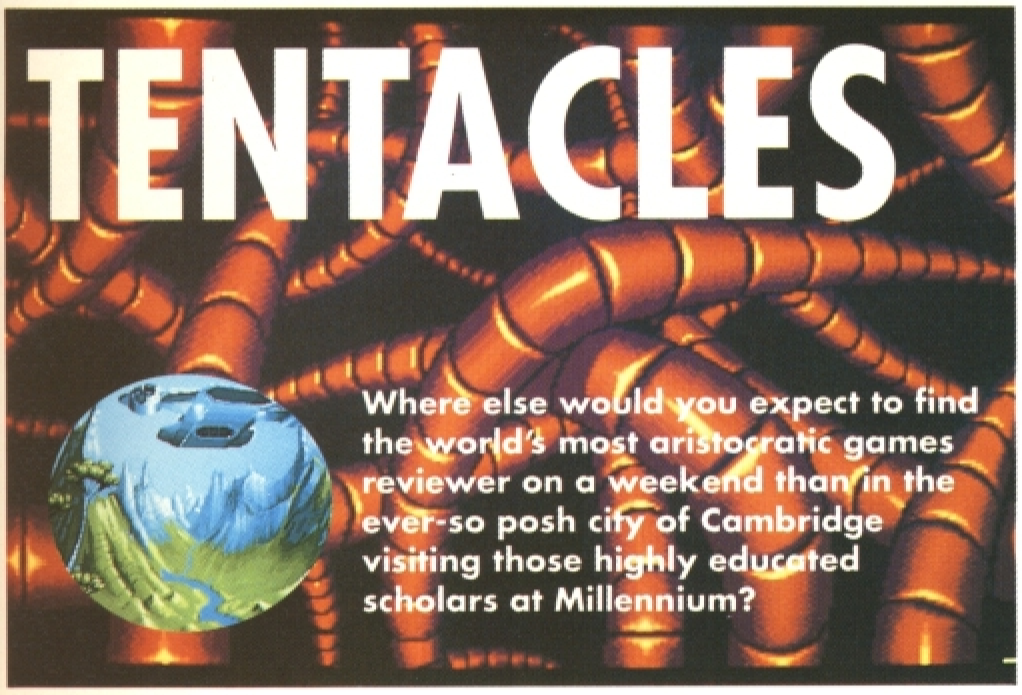


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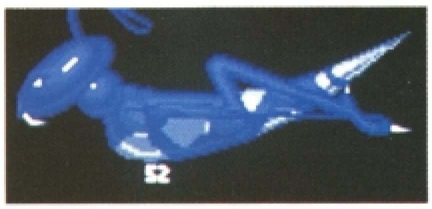
THE DOG'S TENTACLES



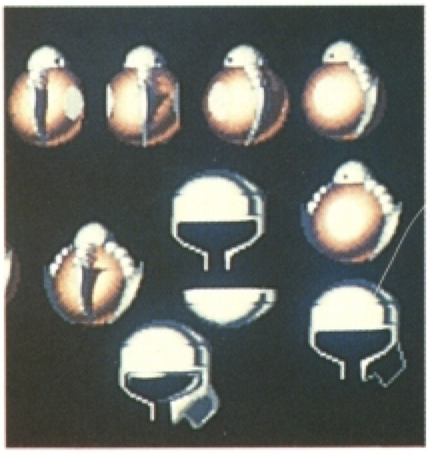
Where else would you expect to find the world's most aristocratic games reviewer on a weekend than in the ever-so posh city of Cambridge visiting those highly educated scholars at Millennium?

It's relatively easy to produce a competent shoot 'em up. Producing a shoot 'em up with a bit of originality is rather more of a problem. Producing a shoot 'em up that is both original and playable has defeated many a programmer. However this is the challenge that Millennium set itself and Eldritch The Cat's Mark McCubin is the man on the case.

While talking to Mark about *Tentacle* you keep running up against his enthusiasm for *Wizball* on the 64. This game was a classic of playability and also included bonuses that gave you more control of your craft as you progressed through the levels. Although the increased control is a feature in *Tentacle*, it's the playability that's the issue here. It has oft been said that while 16-bit games have the look, 8-bits have the playability. (Much like... oh stop it, Lakin.) A bit of a sweeping generalisation but it has a point. *Tentacle* sets out to be one of the exceptions to this rule.



Rather curvy, extremely deadly and just a little bit blue.



The crystal carrying pods that lie at the heart of yer tentacles.

WHAT'S IT ALL ABOUT, ALFIE?...

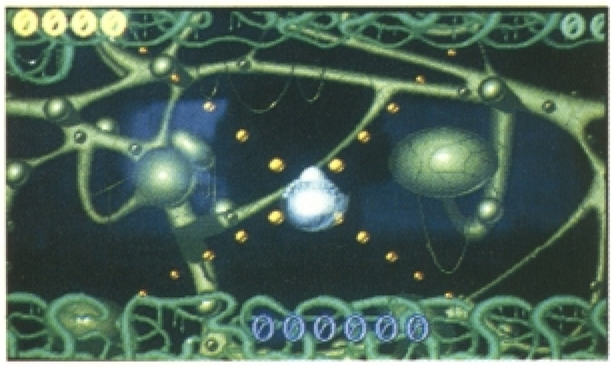
Enemies of the hated novella will be impressed by Mark's synopsis of *Tentacle's* plot. None of this "Grimbow, son of Graymor, chewing gum in the ochre stain of another dawn". More a case of "Kill all the nasties on seven levels". No pointless background scenario – good start. At least 300 screens on each level – better still.

Indulging in this huge, alien cull you're equipped with a pod on four springs which, at first, is about as manoeuvrable as a pig with three legs. The skill to the game is as much in mastering the craft as blasting with the laser. Control is a matter of bouncing and sliding your way across a horizontally scrolling landscape. There was some talk of making the scroll independent of the ship so that as well as avoiding baddies you would be pulling back from the edge (just to make it more difficult). However this was just an idea being kicked around while I was there. Oh the thrill of seeing brand new ideas take shape!

Among the bonuses that abound there are plenty that improve the handling of your craft. This is not only useful, at times it's essential. For example the craft gets heavier as it progresses and hence harder, nay impossible, to control. Unless you pick up better springs on your travels. Then life will be all happy and bouncy again.

As well as the mode of transport being a tad unusual, the use of lives in *Tentacle* is also somewhat original. Rather than work your way through each of your four lives one after the other, you get to jump between them. You can even prepare lives in advance (i.e. tool one up with certain bonus weapons, etc. for a particular section of the game and then use it when you get there).

Conversely you could customise a ship and then use it in a completely inappropriate section of the game. This is known as 'the bloody minded option'.



The design of the pod has still to be changed but the game's already quite a looker.

ART FOR ART'S SAKE

Although *Tentacle* has a lot to do with playability it's not going to be short on beauty either. Heavily influenced by Roger Dean's artwork (though hopefully not his T-shirts) and, particularly, Rodney Matthews' work on *Last Ship Home*, Mark has produced some beautiful animated screens. Once into the game itself the screens are an atmospheric blend of colour and darkness (and the music's pretty funky too). It's all very parallax and looking to be very smooth. Mark co-wrote *Flimbo's Quest* and it shows in his backgrounds.



Let's look through the round window. Yikes!

Still backgrounds do not a game make, whereas monsters do – especially big ones. Fortunate then that most of the monsters in *Tentacle* consist of eight frames of animation, but thanks to the programmers' Occai game language this doesn't slow the action down.

Does this mean that the end of level nasty is something so huge that you can barely fit its big toe on the average monitor screen? Well no, the end of game nasty is in fact all the nasties in the game appearing (virtually) at the same time. Hopefully by then you'll have got to grips with controlling a pod that travels on four Slinkeys with suckers.

WHAT'S WHAT

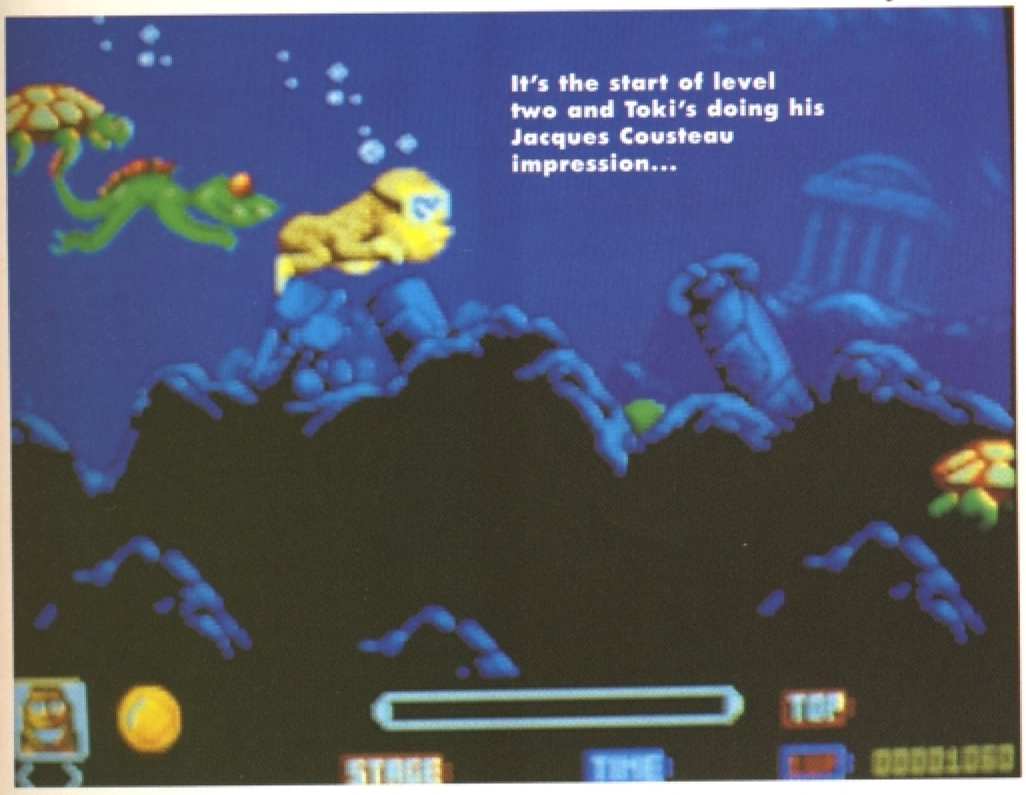
TITLE	Tentacle
PUBLISHER	Millennium
PRICE	£24.99/£29.99
FORMAT	ST & Amiga/PC
RELEASED	May

STOP


What you SEE is what you PLAY!
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TOKI





It's the start of level two and Toki's doing his Jacques Cousteau impression...

Salut les mecs! Yep, it's our Gallic chums at Ocean France, and do they know how to do a good coin-op conversion or what? *David 'Does The Pope Wear A Funny Hat?' Wilson* gets up to some minkey business with Toki.



Ocean France is shaping up as rather 'les chien's testicules' when it comes to coin-op conversions. Having coded the brilliant *Pang*, it's now turned its attention to the Tad Corporation arcade game *Toki* – and what a corker it is too!

This is rather a spook coincidence since "what a corker" is exactly the phrase used by the decidedly evil Bashtar when he set his bloodshot eyes on Toki's young lady, Miho. Bashtar decided he wanted Miho to be his-ho and, as a true product of the Thatcher generation, what he wanted he took. Before you can say "oooh, I think I saw a nipple", a semi-clad Miho is snatched away from her loved one by a large blue hand. (No honestly these things happen. Why only the other day in the ZERO offices... but that's another story.) Toki's attempts to pursue her are slightly hampered by the fact that he's promptly turned into a small monkey. Ah well, perhaps Mrs Toki has a thing about baboons. If not, then Toki is wasting his time charging off over six levels of parallax scrolling to rescue her. You'll get to see them on a map on the opening sequence and as you progress you'll see the little monkey at the bottom move along toward the end (you hope).

As small primates go, the new version of Toki is quite an adaptable sort of fellow. Fortunate really, considering the range, ferocity and downright peculiarity of the creatures he's going to come across. He destroys opponents by spitting fireballs at them: not a trick often displayed by the inhabitants of London Zoo. Then again, how many animals do you see wandering around their cage wearing American football helmets? Perhaps if they were as careful as Toki they wouldn't have ended up there.

As well as helmets (for invincibility) Toki can pick up money (obligingly dropped by dying beasties) with which to buy extra lives. At 30 coins a time, life doesn't come cheap. It's worth the investment though, 'cos there are surprises and beautiful screens round every corner. More importantly, round the last corner of all there's the lady Miho. "Darling will you still love me when I'm short, fat and hairy?"

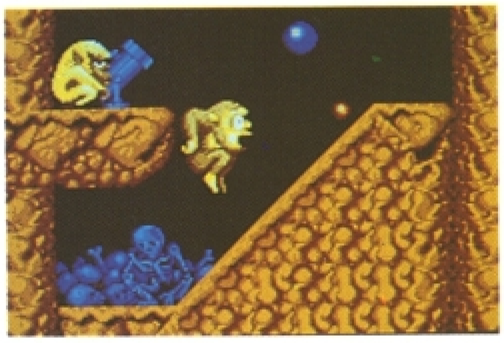
AMIGA

David: Ocean France has come up trumps again, with yet another brilliant conversion of a slightly obscure arcade game. Well, maybe it's huge in France but I've never seen *Toki* over here. This is a shame 'cos it means I'll have to take Ocean's word for the fact it claims to have improved the parallax scrolling over that of the coin-op, specifically in the undersea bits. Even so I can still appreciate how slick the coding, 32 colour graphics and gameplay really are. The beauty of *Toki* lies in the addictive arcade adventure gameplay of the original and in the slightly off-beat scenario. This is evident not only in the weird monsters you meet – such as huge flying blocks, complete with lethal gas-spitting gargoyles, being operated by two little monkeys paddling away on top – but also in the actual progress through the levels.

Hassle Factor: 0
Teeniest inter game wait, but nothing to write home about.



Frequently, Toki will come to a little see-saw device. By jumping on this, a large weight flies into the air, then falls back onto the see-saw and launches you way up onto an overhead platform. Oh, and check out the underwater section,



where Toki acquires swimming mask and goggles. Little touches like this make the whole game really neat. My sole reservation could lie with the longevity. It's so addictive I'd probably play it till I'd completed it – and I managed level three on the second sitting. Still, apart from that, if you're into arcade adventures then *Toki* is well worth checking out.

WHAT'S WHAT

TITLE	Toki
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	Out now

GRAPHICS	90	ADDICTIVENESS	89
SOUND	88	EXECUTION	89

OVERALL 88

STOP

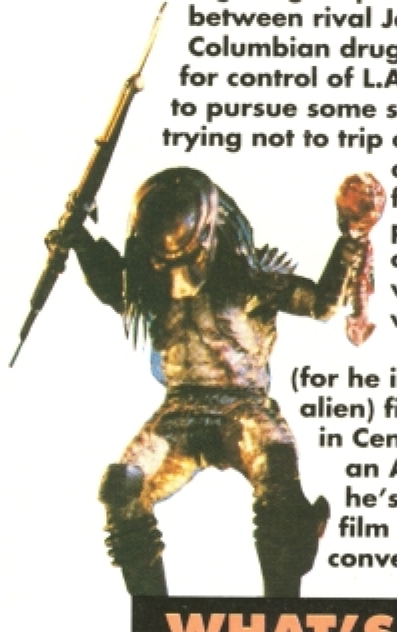
PREDATOR 2

Paul Lakin claims to have hunted crocodiles with a blow-pipe. We didn't believe him, but it seemed as good a reason as any to let him hunt down Mirrorsoft's *Predator 2*.



Mid-gun battle and I'm being subjected to a Roly-Poly's gig!

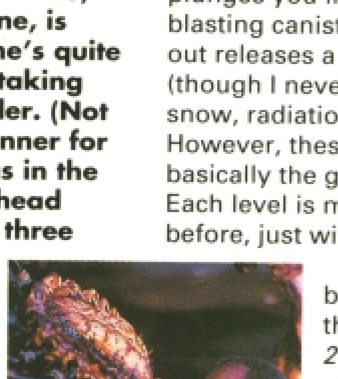
If he had the time Detective-Lieutenant Mike Harrigan would probably spend an evening or two hunting through his job description for the bit that says he's expected to do battle with creatures from other planets. Specifically, did it mention aliens who collect human heads in the way other people collect stamps? It's bad enough being caught up in the crossfire between rival Jamaican and Columbian drug gangs battling for control of L.A. Now he's got to pursue some spook alien while trying not to trip over all the FBI agents who are following a great police tradition of only being there when you don't want them.



The Predator (for he is that spook alien) first cropped up in Central America in an Arnie film. Now he's back in a new film and a new conversion by Mirrorsoft. The game follows the film in having a bizarre scenario and an awful lot of shooting. We are not dealing with the Sherlock Holmes of the 1990s here, more the Atilla the Hun to be honest. The Los Angeles Police Department's approach to detection is to find something that moves and then shoot at it until it stops moving. A simple but highly effective approach to inner city policing.

This approach takes us through four levels of horizontally scrolling, shoot 'em up violence. The rest you can probably guess. Ammunition and weapons upgrades can be picked up as you go along. As well as shooting drugs dealers you've got to avoid gunning down innocent members of the public.

Where things get a little unusual is the presence of the Predator himself. In the first two levels he's a shadowy figure who, provided you leave him alone, is relatively harmless. In fact he's quite useful since he's not above taking out the occasional drug dealer. (Not take out as in a candle lit dinner for two at La Vie En Rose, but as in the detatchment of the victim's head from his shoulders.) In level three he actually makes an appearance and the chase is on. By level four you've tracked him to his lair, except it appears to be *their* rather than *his*. The place is just crawling with Predators – mad, bad and difficult to kill. To add to your problems the place is also crawling with FBI operatives wearing extremely silly insulated suits. These swarming special agents are mad, good (after a fashion) and are alarmingly easy to kill.



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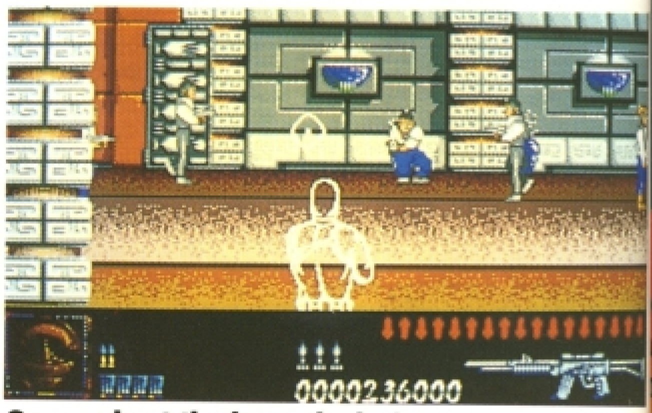
TITLE	Predator 2
PUBLISHER	Mirrorsoft
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	Early May

Paul: Shoot 'em ups are rather like Arnold Schwarznegger films. The plot is fairly irrelevant, the action is mindless, but it's all very technically accomplished and extremely popular. Good not-so-clean fun for all the family.

That is certainly the case with *Predator 2* – there's nothing particularly new here in either look or play. However, if you like *Operation Wolf* style shoot 'em ups you'll probably quite enjoy it. It's certainly got a very commercial feel to it and will probably sell by the lorry load.

HASSLE FACTOR: 0
Two disks, one swop, no hassle.

Predator 2 is a relatively slick piece of action. It all scrolls through very smoothly and the animation of the gunmen is almost gymnastic. There are a few interesting touches. The main one is the Predator himself, transparently haunting the earlier levels of the game.



Go on, shoot the lamp shades!

Shooting out the lights in the subway plunges you into darkness. Better still, blasting canisters in the Predator's hide-out releases a shower of white powder (though I never really worked out if was snow, radiation or 'Class A' drugs). However, these are all a bit cosmetic, basically the game remains the same. Each level is much the same as the one before, just with a different background.

Although it will probably be very popular with fans of this style of game, *Predator 2* is not likely to win many converts. A technically competent but creatively uninspired approach to a fairly big licence. A software company accountant's dream.

SOUND 80	ADDICTIVENESS 82	GRAPHICS 83	EXECUTION 82

OVERALL 79

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REAL HATRED IS TIMELESS
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the most glorious displ
graphics and animated
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type of game.
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plays a degree of excell
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S Y S T E M

LORDS OF CHAOS



When we spotted *Jonathan Davies* heading for the door wearing a heavily-soiled leather tunic and a look of grim determination, we asked him where he was going. "To the Whastes of Elfinbuttock," he cried, waving a flaming torch in our faces. With a puff of smoke and a lightning flash, he was gone...

Close your eyes. Cast aside, for a moment, any prejudices you may have regarding trolls, dungeons, tankards of mead and songs about gold. Renounce any ill-feeling towards action points or movement phases. Now pretend you're a wizard with unlimited magical powers. You can fire bolts of lightning from your finger tips. You can summon up magical beasts at will. So stop toying with your staff for a moment and try one. A giant spider, perhaps. (Don't worry, it's on your side.) Not bad, eh? And how about oppressing a few peasants? They're hardly likely to complain when you could send in a formation of high-performance, multi-role dragons to mop them up just like that. What joy. Okay, now hold it right there while you load up *Lords Of Chaos*.



The reason you'll be needing all these spooky, mystical powers and things is that the world has disintegrated into a number of sub-worlds which have become troubed by magical, mysterious goings-on. Not content with merely sitting back and watching the show, you're vying for the position of Chief Mage (kind of like Paul Daniels, only hairier) with a number of other wizards (either your friends or the computer if, like me, you haven't got any friends). The first step towards success is the Wizard Designer, where you set all your 'attributes' and decide which spells you'll be able to cast. Then you load in a scenario – there are three to choose from – and click on 'Play'. Immediately you'll be plunged into a world of blasted forests, swamps and just about every sort of terrain imaginable, with the wizards taking turns to move around the scenario. At each turn you're given a limited number of 'action points' which can be used to move, open things, pick things up or whatever takes your fancy.

Having located the enemy (which can be tricky as you can only see things in your 'line of sight') you'll probably want to 'have' him. This can be achieved in any of five ways: punch his lights out, lay into him with a weapon of some sort, throw/fire something at him or drown/burn/slime him with a spell. If you're feeling a bit lazy, you can conjure up a hideous creature to do your dirty work for you. This could be anything from a humble elf to a massive, flapping dragon or even an 'undead' demon.



Yo! It's the amazing pot-holing wizard! (?)

Oh, a couple of other things. *Lords* has been written by the same chap who did *Laser Squad*, and it's been around on 8-bit machines (in an appropriately inferior form) for about a year. There's also an expansion kit available if you want to expand the gameplay further.

WHAT'S WHAT

TITLE	Lords of Chaos
PUBLISHER	Blade Software
PRICE	£24.99/TBA
FORMAT	ST & Amiga/PC
RELEASED	April/TBA

Jonathan: These 'fantasy' games rarely equate with any fantasy I've ever had. Mine tend to be filled with... (*We don't want to know, thank you. Ed.*) I have to admit, I find all these elves and things rather appealing, though. But even if you don't, you could always pretend they're aliens or footballers or something because strategy is the real key to this one (and that means no pretty graphics or anything, of course). You've really got to plan ahead.

HASSLE FACTOR: 0
The odd pause now and then.

I didn't. On my first game I was approached by a herd of elephants. Not having brought any buns to pacify them with, I cast a 'subvert' spell (which enrolled them in my gang, as it were). Right, I thought, I should be pretty safe with an elephantine posse to protect me. Unfortunately, I hadn't reckoned on the enemy having a spectre up his sleeve. My grey, wrinkly chums were quickly converted into a consignment of piano keys and waste paper baskets and I was forced to scarper. The computer-controlled opponent really is a bit of a bast, to tell the truth. He's always one step ahead and inevitably seems to get the goodies and reach the portal (exit) first while you're still searching cupboards and drawers for clues. At first, anyway. Once you've got to grips with cauldrons, vials and ingredients you're in with a better chance, and I was dead chuffed when one of my demons took out his vampire and his harpie in one.

There's no denying that *Lords* is a role-playing strategy game, and will be pre-judged as too esoteric by the majority of 'normal' gamers. But for those prepared to sit down with the instructions and sweat it out, the rewards will be immense.

GRAPHICS	69	ADDICTIVENESS	94
SOUND	55	EXECUTION	85
OVERALL	89		


THE DEFINITIVE DEATH RAC
SUPER CARS II
...THE NIGHTMARE
CONTINUES..
..Prepare to recommence motorised combat and do ba
in the most brutal race of all. With a 1/2 pla
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Screen shots from
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SUPER CARS II





Super Cars, eh? Porsche 959, Lambourghini Countach, Ferrari Testarossa, Carlos Fandango Bonkmagnet, and also a rather neat game from Gremlin. We let *David 'Mine's A Triumph Herald' Wilson* pick up the keys to the Amiga and take the sequel out for a spin.

There was something about those top down racing games that made them a bit naff-ola. Probably because a top down racing game is one of the easiest in the world to program – the Codies have been doing it for years (oops) and as a result there's something 'budgety' about them. Then came Gremlin's *Super Cars* which applied all the latest coding techniques to this tried and tested formula and actually came up with a superbly playable little number that we rated 89 in Feb. 1990. Since then we've had *Hot Rod, Badlands, Nitro, Ivan 'Ironman' Stewart's Off Road Racer* et al. Now we've got Gremlin fighting back with the sequel, *Super Cars II*.

All the original game features are present, including the cinema-ware style inter-game screens, but what's new? Well, most immediately there's a two player head to head option, with the screen split down the middle. You and a chum attempt to compete in the Super Cars championship racing on different, more complex tracks - against each other and numerous computer controlled motors. There are three difficulty levels, each comprising seven tracks – and tracks can feature one of three graphics including snow, rocks, heather, and grass. You can still tool up with forward and backward firing missiles, but now you've also got homing missiles, mines, a 'super missile' and armour, as well as the usual car accessories – new tyres, bodywork, turbo, furry dice et al. Oh, and don't think this'll give you the unfair advantage of the prequel, 'cos now the computer controlled cars are packing missiles too – and it takes some pretty neat drivin' to outmanoeuvre a homing missile! Once you've sorted out your purchases, you're straight out onto the tracks and we're straight into the review. (Vroooom vroooooom!)



I've just met a journalist, and he looks familiar (that's because he's got 'Tim' on his cap).

AMIGA

David: What was it that made *Super Cars* er... super? Perhaps it was the slick programming, the smooth graphics and the nail-bitingly addictive gameplay. Probably – but a contributary factor was the simplicity of it all. Control was tricky, but, once mastered, the tracks were pitched just right. Okay, so next question – what makes a good sequel? The usual answer is bung in loads more features. This is what Gremlin has done – more weapons, more tracks, more graphics, more, more, more. Erm... but if the beauty of the prequel was its simplicity, then won't this 'more' business detract from this? In some respects, yes. Take the shop screen. Nice idea. You can now buy more optional extras. Great. You can also choose where to fix them to your motor, and which key press/joystick command will activate them. Okay. Then, you can 'buy' as well as 'sell' weapons. This means you can buy loads of homing missiles when they're cheap, then flog them all back when the economy emerges from recession and prices are at a premium (it sez here). Leave it ahrt!

HASSLE FACTOR: 0
Only minor interuptions.

Super Cars II is certainly as good as the original – the two player option is a great addition, nice new tracks and settings are on offer and new weapons – but the simplicity and accessibility of the first title seem to have been lost.

GRAPHICS 88	ADDICTIVENESS 89	OVERALL 88
SOUND 86	EXECUTION 88	



Flippetty flappety. Life's rather a drag being Jonathan Livingstone Seagull. Still I get rather a bird's eye view of those motor maniacs!

WHAT'S WHAT

TITLE	Super Cars II
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now




ATOMINO
00006218
SIZE 00
LEFT 02
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HILL STREET BLUES

Ever since an incident with a WPC and a tube of smarties, Paul Lakin has always had a thing about uniforms. (*Oh dear Ed.*) So we dosed his tea with bromide and gave him a cold shower before unleashing him on Krisalis' Hill Street Blues...

There's no doubt that TV police shows have come on a long way since the days of *Dixon Of Dock Green, Z Cars* and the like. Policemen are tougher and crooks are less likely to say: "you got me bang to rights copper" than: "come and get me copper, there's a sawn-off shot gun just waiting for you". More importantly, the theme music has changed. Whereas the *Z Cars* tune went "Do-de-do de-do-do-do-do", *Hill Street Blues* is more of a "Duh-do-do duh-do-do duh-do-do-do-do-do-de-duh-do-do". An important difference as I'm sure you'll agree.



As well as changes in language and tune there's also been a change in content. In the old days of black Wolseleys and "will you come quietly sir?" programmes used to concentrate on a single case per episode. In these days of a-quick-truncheon-across-the knee-caps-and-we'll-talk-about-the-lawyer-later programmes like *The Bill* and *Hill Street Blues* tend to be more about day to day station life rather than single cases. Realism is the order of the day. This 'day in the life' approach of *Hill Street Blues* has been borne in mind by Krisalis when converting from TV screen to monitor (or, if you prefer, from programme to program). They have produced a game somewhat in the *Sim City* mould where you try to maintain law and order on your precinct in the face of the sort of crime wave that would make Dirty Harry take a bath. *(Yer wot? Ed.)*

You start the game with a blank sheet – no crime, no discontent and no chance of things staying that way. By placing a number of rookie cops you can keep an eye on certain areas but your main work is in crisis response. (Now there's a good American sounding phrase if ever I heard one.) There now follows a step by step guide to the chain of events leading from the perpetration of a crime to the bit when you get to throw the criminal in the slammer.

WHAT'S WHAT

TITLE	Hill Street Blues
PUBLISHER	Krisalis
PRICE	£19.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

STEP ONE THE MESSAGE



"Calling all cars..."

The first you know of a crime (unless you stumble across a body) is when radio-controller Hill calls all units to the scene of a crime. Then it's time to go to police HQ and click on the computer. There you'll learn the type of crime, ranging from bag snatching to serial killing (the great Sugar Puffs Slaughter ho ho ho... oh please yourselves), and see a photo-fit of the suspect. (Except in the case of a murder – when death has somewhat interfered with the key witness's ability to testify.) *(Can we have less brackets? Ed.)* (No.)

STEP TWO ON THE CASE



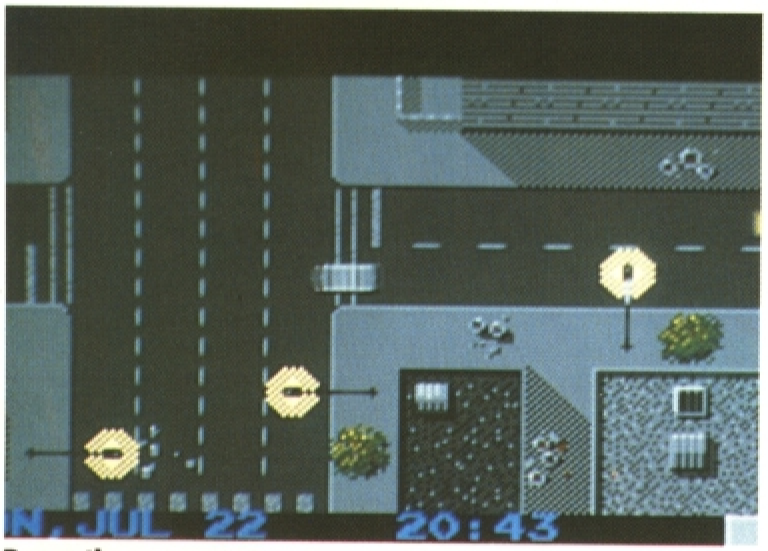
By selecting a character from the digitised pictures of all your TV faves (that's faves from *Hill Street Blues* not from TV in general – sadly you can't set Paul Daniels on the trail of a psychopathic serial killer such as Sad Eyed Stan The Shreddies Strangler). *(Shut up. And stop using all these brackets. Ed.)* A quick check of the map will show the scene of the crime and you can send the officer, or officers, hurrying along by car or foot.



"I fought the law, and the law won... I fought the law, and the law won..." Well, you hope the law's going to win...

STEP THREE AT THE SCENE

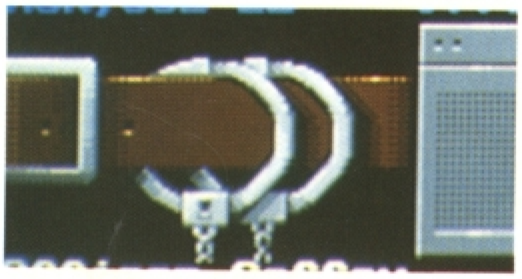
When you arrive at the scene it's time for a nosey round looking for suspects. If the crime is a murder or mugging, your first priority is to find the body and then summon either the coroner or paramedics. After all, the sight of bodies lying around the streets is not likely to fill Joe Public with confidence in your abilities as Chief of Police. Besides which, mugging victims are likely to feel a little hacked off if they have to pick themselves up and hobble all the way home.



Down these mean streets your men must walk – it's a dirty job, but someone's gotta do it!

STEP FOUR SUSPICIOUS MINDS

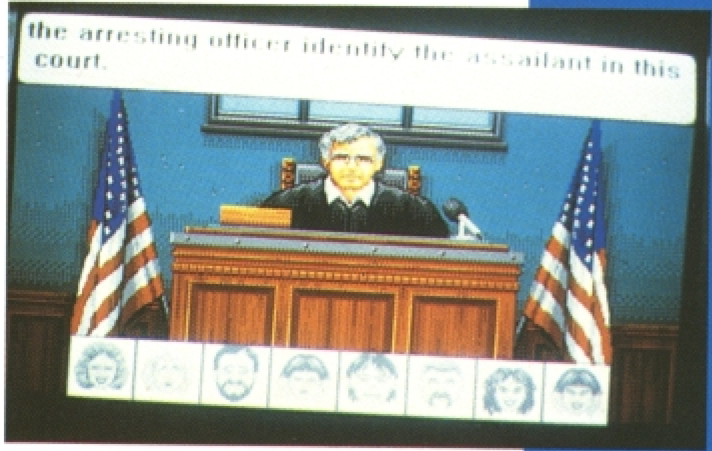
If you're lucky, a prowl round the scene of the crime will reveal a character with arrows pointing at him. Bit of a give away that one, so with barely a pause to say hello (hello hello) you should arrest him. (Unless of course you're a member of the West Midlands Serious Crimes Squad, in which case you'll arrest the first person you come across and beat a confession out of them instead.) In the absence of helpful arrows you might have to do a bit of thinking. Is anyone behaving suspiciously, i.e. lurking in the shadows, running away from you or carrying a large bag marked 'swag'? If so, you can radio a description back to HQ, and if it matches any suspects you can make an arrest. Petty criminals tend to come quietly (it's a fair cop guv). More Macca-ish violent offenders might make a run for it (or pull a gun on you). Fortunately you have the option to open fire and gun them down. If things get really sticky you can even call in the SWAT team and really let fly. This saves you all the hassle of a court case.



STEP FIVE THE TRIAL

Most petty criminals tend to confess the moment they cross the threshold of the Police HQ. However, your murderer is made of sterner stuff (and can afford a decent lawyer). To get him or her slapped away behind bars you'll need to pull them out of an identity parade and then rely on the vagaries of the jury system to produce the verdict you want.

Now this step by step guide might sound fairly straightforward. "This police lark's a doddle," I hear you cry, "next stop the DA's office." Ah, but this is a description of just one officer dealing with one case. In *Hill Street Blues* you're dealing with nine officers. Criminals don't wait for you to solve one crime before getting on with the next. Cases keep piling up faster than you can push a luggage trolley. Even with a few lucky breaks and skilled detective work, unsolved crimes will inevitably outnumber available officers. Repeat offenders will become increasingly confident, crimes will become more serious and if you're not on the ball your job security will become somewhat tenuous.



THE VERDICT

G	GRAPHICS	85
S	SOUND	80
A	ADDICTIVENESS	88
E	EXECUTION	89

20 40 60 80 100

At last an intelligent and creative approach to a licence. It's fun too!

88

Paul: **Hey, *Hill Street Blues* is a pun! Like it's blue as in uniforms and blue as in sad. All these years and I've only just realised. (*So much for education. Ed.*) Now that we've got that little worry out of the way we can get on with looking at the game.**

The first thing to say is what an imaginative conversion this is. Many companies, having got their hot little hands on a licence like *Hill Street Blues*, would have churned out a bog standard shoot 'em up. This is something a bit different, so full marks to Krisalis for that. Well done boys, go to the top of the class.

Of course there are various obvious 'licence' touches such as the theme tune and digitised screens of all the Hill Street characters. I've never actually seen *Hill Street Blues*, but even without an encyclopaedic knowledge of the programme the game has a lot going for it.



The look and some of the play is very reminiscent of *Sim City*. Traffic and pedestrians all toddle along in their own merry way, stopping at traffic lights, road blocks (If you're mean enough to set them up) and indulging in crime. The screens are more detailed than *Sim City* since you can pick out individuals. The viewpoint is at a slight angle so streets are shadowed. If anything the screens are too detailed, since the angle means that you can't see people if they're standing against certain walls.

Once you've got into the swing of things, gameplay is relatively straightforward. It's very easy to get totally involved in the game. The problem is that the more the game (or the crime rate) develops, the more aware you become that it's all a bit slow. The process of sending an officer to the scene of a crime requires you to go through four or five screens. It would also be useful if a message came up telling you when they'd arrived. Instead you have to keep checking up on them while your trying to control other members of your team.

This slight sluggishness is not, however, enough to spoil the gameplay. *Hill Street Blues* is an extremely imaginative conversion and, more importantly, a very playable game. A few slight flaws prevent the game reaching the category of excellent but it's a very close run thing. STOP

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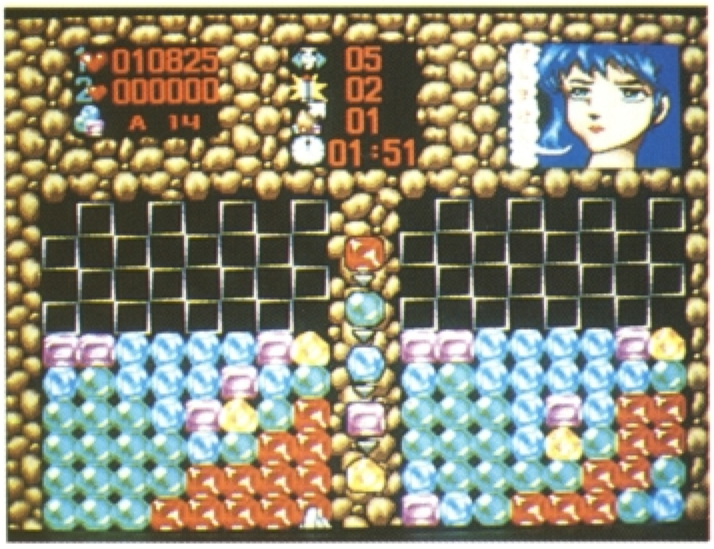
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GEM'X

"A Japanese game!? This better not mean I have to crawl *Endurance*-style through a trough of giant cockroaches!" screeched *Amaya Lopez* indignantly. So we gagged her, put her in a silk kimono and made her play *Gem 'X*.





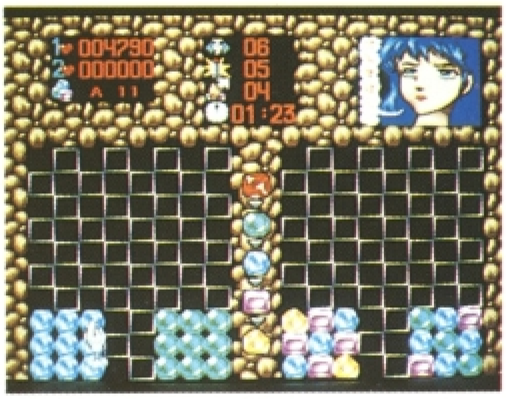
The Japanese, eh? They're a funny old bunch. Or maybe funny's not quite the right word.

Take their game shows for example, where contestants partake in crazy 'japes' like hanging upside down in the desert while multi-coloured salamanders are poured down their throats. (It's people like this who make the likes of Jeremy Beadle acceptable.) Well, their computer games are pretty weird too – and *Gem 'X* is no exception. It's the first game to be marketed over here on the Kaiko label and it's a puzzle game of brain-mangling proportions.

Throughout you're 'treated' to *Marine Boy*-type graphics – you know the kind of thing: scantily clad girls with voluminous hair and huge, er... eyes. Your task is to reproduce the right hand pattern of coloured gems on the left hand side of the screen. But clicking on a gem not only changes its colour but also affects all the other gems above,



below, or to the side of it. The way the colours change follows a predetermined 'table': if you click on a red gem it will, as it were, move two colours down the table and turn blue. All other gems touching it will move one colour down the table, so a green gem will turn blue, a pink one yellow etc. But beware of the yellow ones: they disappear, leaving



Er... Kinky, let's talk boots.

your pieces to tumble *Tetris*-like into their space. To make matters worse, you're battling against the clock and your moves and 'retries' are counted.

If you succeed Kiki congratulates you with a variety of digitised come-on lines like "Wooo", "Ahhh","You made it" and "Let's strip". (Er.. sorry, I got carried away.) As you progress you're given the dubious honour of meeting some of Kiki's friends. This is where you realise you'd sorely misjudged Kiki – at least *she* keeps her clothes on! However, as each new girl is exposed, so is a pass-word which means you can access that level without having to go back to the start. You can play against the computer or a chum and with 26 'mines' to complete and 400 levels in total, you'll have to be pretty damn, er... gemmy to make it.

Amaya: "Hi, I'm Kinky!"Kiki exclaims as you prepare to do battle with a series of multi-coloured gems (well that's what it sounds like, anyway). Not exactly the kind of thing that enhances one's powers of concentration. And you'll need all these powers as you desperately try to make the same coloured pattern as the one Kinky has provided. Co-ordination never having been my strong point at the best of times, the task of a) noticing which stones had to change colour and b) calculating how just one move will affect a whole plethora of gems in less time than it takes to say Emperor Hirohito, seemed an insurmountable feat.

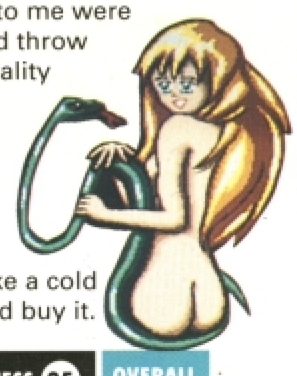


Then I started to get the knack. Kiki began to stop shedding tears of despair at my efforts. But as I began to swell to with pride, the patterns became more complex – and Kiki was weeping again.

HASSLE FACTOR: 0
No waits, one disk.

Gem 'X is initially hard to get to grips with, becomes easier as you get hooked and then shatters your complacency by becoming nigh on impossible. And that's the crux of its stressful addictiveness – the difficulty level is pitched just right. Let's face it, no one wants a puzzle game they can complete in an hour. However, the two player option is slightly disappointing. If you and a chum choose the same path or 'mine', you sometimes end up watching each other complete the same puzzle.

The graphics are slickly implemented and Kiki and her friends do add a certain um... *je ne sais quoi* to the proceedings, if only by keeping you guessing: will it be a bare bottom or full frontal this time? *(Blimey. Ed.)* Sound is also well coded with a crisp background ditty and the effectively digitised coo of girls' voices. That said, the numerous times Kiki softly whispered "I love you" to me were rather unnerving and did throw the matter of Kiki's sexuality into the balance.



Gem 'X is neatly presented, challenging and addictive. So if you're into brain teasers, pixellated Jezebels and animals, go take a cold shower. Then go out and buy it.

WHAT'S WHAT

TITLE	Gem'X
PUBLISHER	Kaiko/Demonware
PRICE	£24.95/£29.99
FORMAT	ST & Amiga/PC
RELEASED	Out now

SOUND	81	**ADDICTIVENESS**	85
GRAPHICS	82	**EXECUTION**	84
OVERALL	83		

NAVY SEALS



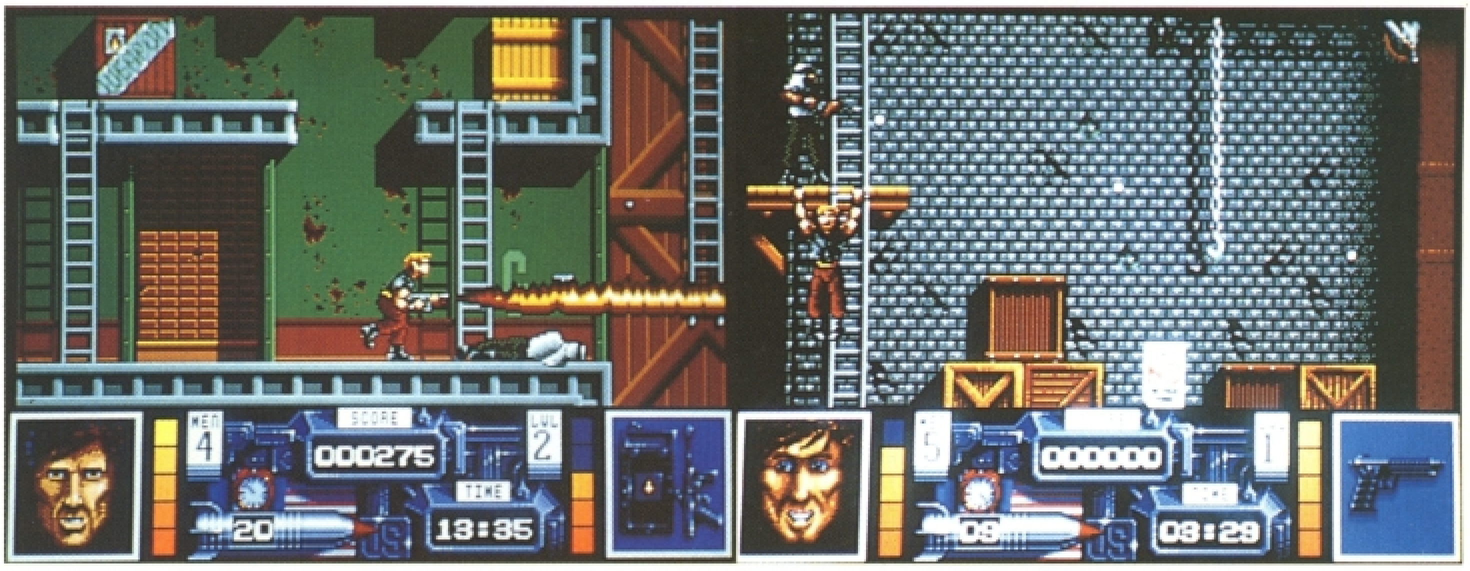
Coo lumme, what'll they think of next? I saw a film once where the US Navy trained these dolphins to carry bombs into enemy territory. But *Navy Seals*, now there's a thing. (Skateboards? Thing of the past!) *David 'Green Piece' Wilson* went all aquatic over Ocean's new title. *(The clot. Ed.)*

Navy Seals has absolutely nothing to do with little, cute, furry things (unless you think Charlie Sheen falls into that category). It's a licence based on the film of the same name, following the exploits of a team of US Navy SEALS (the Yanks' equivalent of our Special Boat Service – only not as good). The 'Seals' daredevil mission is to rescue hostages from war-torn Beiruit, er... and so the film's release has been held up for a time, due to the sensitive nature of the plot (in the light of recent events in the Middle East). Subsequently the game is ready to roll as soon as the decision is made on when to release the film.



In fairly predictable fashion, Ocean has plonked for the usual multi-scrolling shoot 'em up affair with the added element of collecting up to four different weapon systems – a pistol, a sub-machine gun, a flame thrower and a rocket launcher. Once you've got a collection of weapons, you can cycle through them to use the best one for the best situation. The game takes place over eight levels of action, from coming ashore near a warehouse to releasing a hostage and battling your way out through the streets. Most of the levels are remarkably similar and in time-honoured tradition you arm a whole host of bombs en route, which if you succeed in your mission will explode in unison as a parting gift for our arab brethren. Topically xenophobic I'm sure you'll agree.

Anyway, negotiate all the tricky platforms, kill all the bad guys, arm all the explosives, and complete the game. That's about it, really. Easy peasy.



They may not be furry and they don't eat raw fish, but these 'seals' boast a neat line in acrobatic tricks.

WHAT'S WHAT

TITLE	Navy Seals
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	Out now

David: *Navy Seals* adds little to the genre of multi-scrolling view from the side shoot 'em ups in the originality stakes. It's one thing to take a great film like *Total Recall*, and turn out a disappointingly mundane shoot 'em up, but it's quite something else to take a relatively unhyped film like *Navy Seals* and do the same.

Alright, maybe I'm being a bit hard on *Navy Seals*, since there are obviously a lot of people out there who love this sort of thing. It does have some nice touches: bodies no longer disappear when killed and reappear when you revisit a scene, here they fall and stay lying there each time you pass. Furthermore your character has quite a wide range of moves available to him, including climbing up and over boxes, crouching, crawling – even hanging from rafters. However, there are several problems.

HASSLE FACTOR: 0
One disk, no swopping traumas.

Although the sprites are big and the graphics colourful, the scrolling is jerky, most noticeably when climbing up ladders etcetera. The game is pitched at quite a tricky level, and since one enemy bullet or a serious fall can kill one of your lads you've got to plan ahead. You can shoot baddies off screen, so a speculative shot off to the side is often advisable. Similarly if you climb up from box to high platform you're best advised to remember where the box is off screen. Although you can perform a neat tumble to climb upwards onto a platform, you can't do it in reverse. So you'd be best advised to jump off the shortest distance, which in turn means you've got to remember what the last screen looked like.

Anyway, if you're into view from the side, platform shoot 'em ups, then *Navy Seals* falls somewhere between the rather good *Robocop 2* and *Midnight Resistance*, and the aforementioned *Total Recall* and the overated *Narc*.

GRAPHICS 85	ADDICTIVENESS 75
SOUND 75	EXECUTION 84

OVERALL 84

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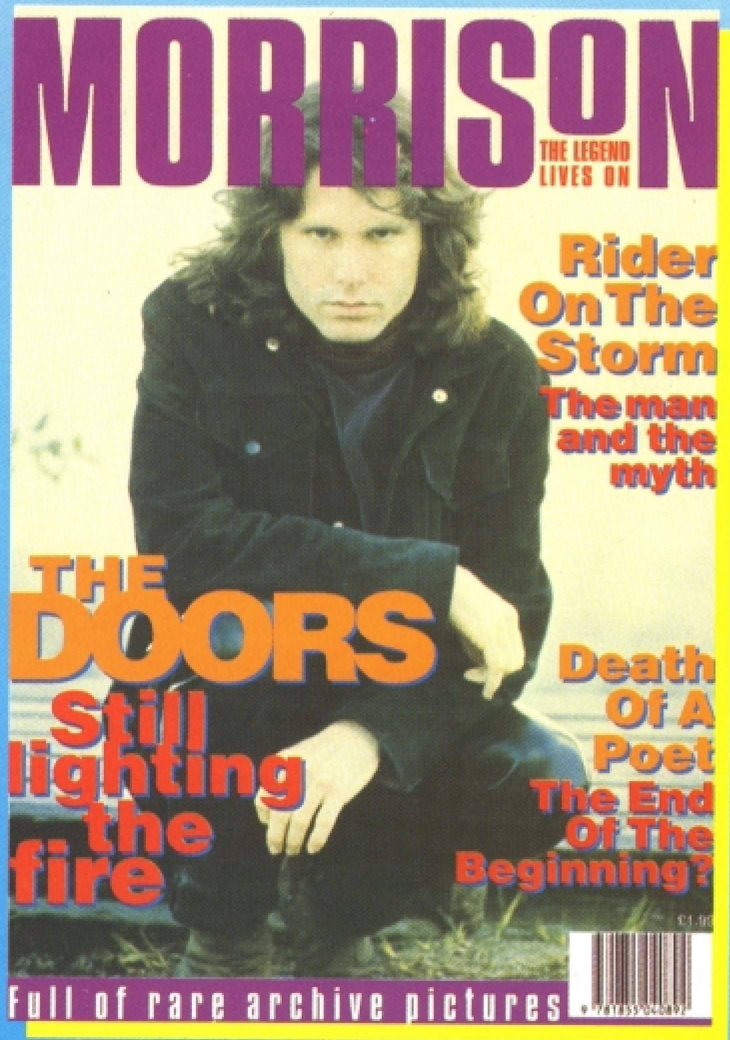
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RIPSNORTING MAGS IN YOUR SHOPS NOW

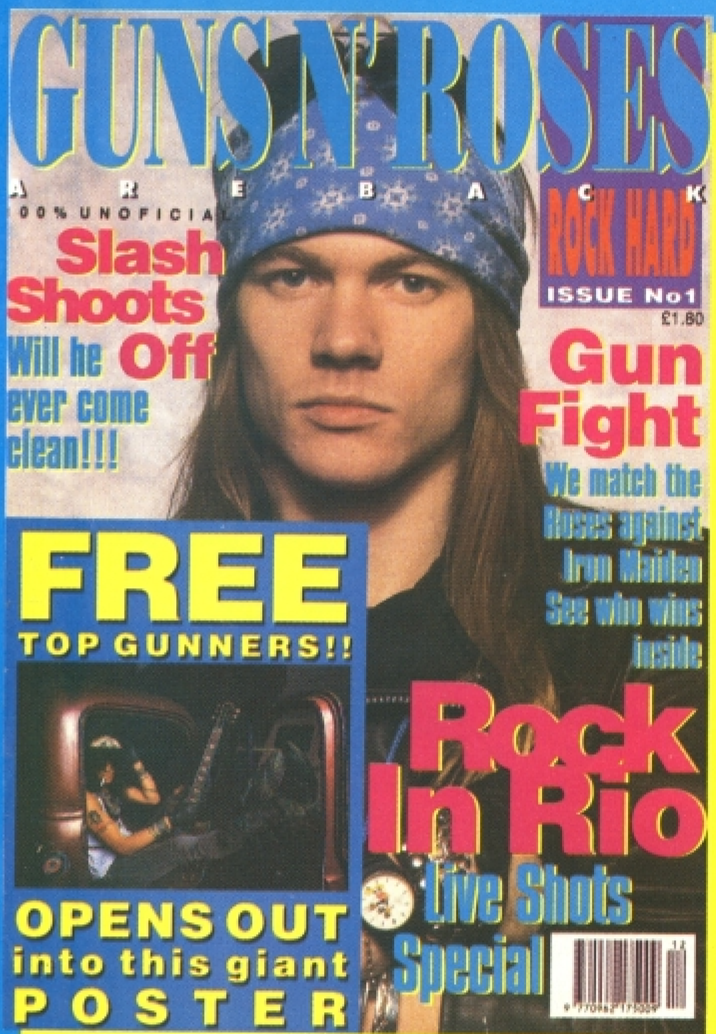
Next time you pop down to your local newsie for a copy of Zero look out for these four amazing mags.

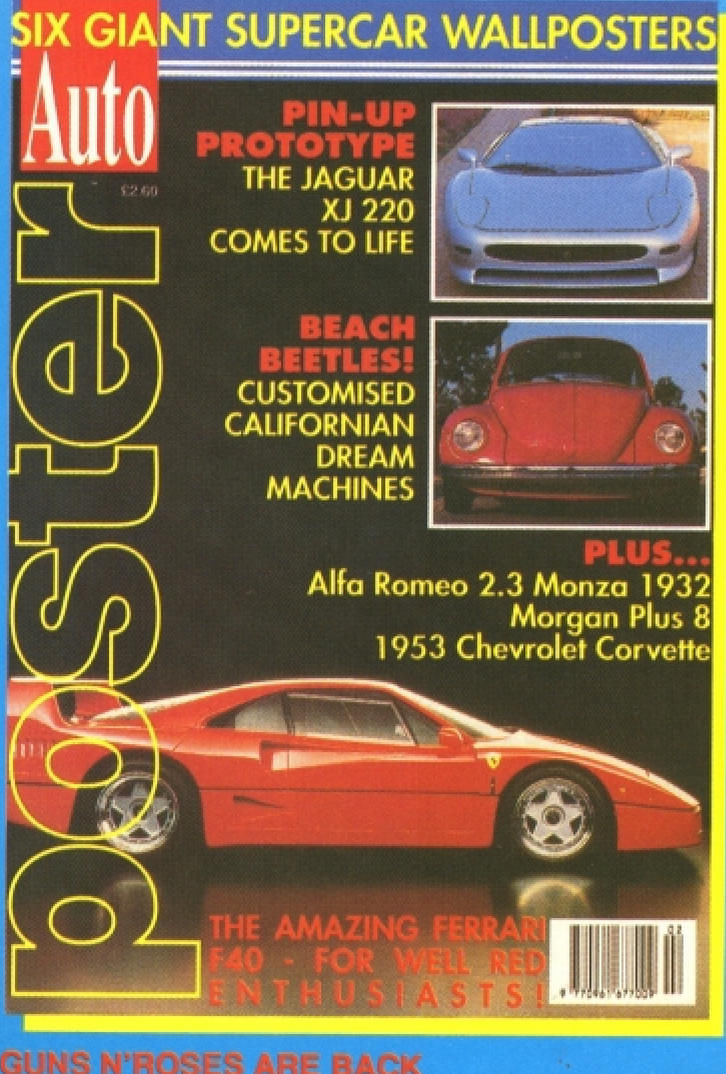


EMF IN THEIR OWN WORDS
The bad boys of pop speak out on Sex, superstardom and anything else they can think of.



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The Lizard King in all his glory. We trace the life of James Douglas Morrison from his schooldays to his untimely death in Paris in 1971.
Not to be missed. On sale April 4.





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Contains no less than 6 GIANT posters of some of the sexiest cars on the planet - Ferrari F40, Jaguar XJ 220, Alfa Romeo 2.3 'Monza' 1932, Morgan Plus 8, 1953 Chevrolet Corvette and a customised VW Beetle.
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GUNS N'ROSES ARE BACK
Includes a FREE giant poster of Slash. We match the Gunners off against the Maiden - Get your copy and see who wins! Issue No. 2 on sale May 30.

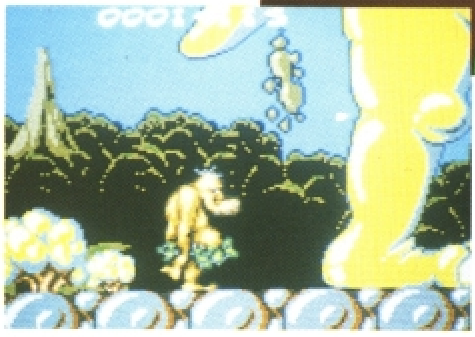
CHUCK ROCK

Due to the fact that all the members of Core Design were dropped on their heads as babies, they're now ever so slightly 'whacko', as are most of their games. And this one is no exception – it's called *Chuck Rock* and is about a caveman who... well, he has to jump around on some platforms actually. *Duncan MacDonald* will tell you more...

Chuck Rock is a caveman, and he's got a problem. It's a problem familiar to anyone who's played a Japanesey arcade/adventure game before. And this is what it is: his chick's been kidnapped and he's got to go and rescue her. Well, actually he hasn't *got* to go and rescue her, but you know what we mean. (After all, it'd be a waste of 20 quid if you sat there and watched his unmoving body standing at the beginning of level one for hours on end.)

Anyway, after that brief 'aside', we can get back to the fact that Chuck is indeed going to try to win his love back. And to get you in the mood for the game that's about to come, Core has bundled a demo in with the two game disks. A nicely animated and jolly demo too, which shows all the events leading up to the actual kidnap.



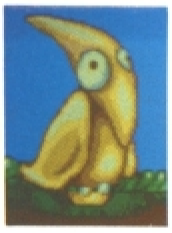


There's Chuck lazing about in the lounge watching the telly (and throwing beer cans at it). Then there's his chick Ophelia, who's out in the garden hanging up the washing (with not a 'New Age man' in sight to help her). And then, da-da, there's the snatch itself, where we see Gary Gritter, the villain of the piece, sneaking up on Ophelia, chucking her over his shoulder, and making off into the distance. (*"You get to see her pants, it's brill"* – A French person.) And so it goes on, with Chuck realising something is amiss and giving chase – in the nude, because his strides are still in the wash. (*"Ooh là là !"* – Another French person.) It's all a bit like a 40 second episode of the *Flintstones* that would go down well in Le Touquet, really. And you can watch it again and again until you decide you don't want to any more whereupon you can re-format the disk for your own use – it's just like a 'get a quid back free' special offer. Anyhow, now you know about the kidnap demo, you'll want to know about the game, won't you? Yes, of course you will.

WHAT'S WHAT

TITLE	Chuck Rock
PUBLISHER	Core Design
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out Now

Dunc: As a genre paints at least 200 words, I may as well start with *Chuck Rock's* very own genre: it's a viewed from the side hit and kick 'em up platform-cum-maze-game. There are five levels (with underwater segments where your breath can run out), and each of the five levels is split into a further five sub-levels. So you can take that as five levels or 25 levels (depending on how your mind works – I personally see it as nine levels, but that's because I'm completely crap at counting).



So what makes *Chuck Rock* stand out a bit from the crowd of platform games? The humour in the visuals, that's what. It's a sort of cross between Terry Gilliam's Python stuff and early sixties Hanna Barbera, and there are loads of 'neat little touches' scattered about throughout the game (such as, while trying to walk under the nether regions of a stationary Diplodocus, it goes ploppy plops on your head). *(Stop being so childish. Ed.)*

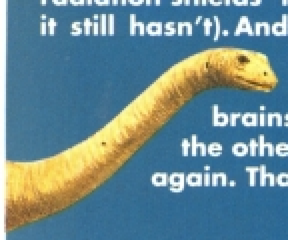
Anyway, so now you know that it's an amusing platform game, what else do you need to know? Well, I suppose Chuck's fighting moves and a little bit of info on the enemy sprites would help. Here goes. Chuck can do a flying kick or a tummy-butt. The flying kick's self-explanatory, but the tummy business probably needs illuminating. *(It doesn't actually, but go on anyway. Ed).* Imagine what would happen if obese, beer-gutted dart player Jocky Wilson pulled his stomach in till he had a figure like, I don't know, Linford Christie or someone. Mmmm? All that fat packed in, denser than 10 gold ingots. Now imagine Jocky simultaneously letting go of the gathered flesh and doing a forward pelvic thrust. Yeah?

review

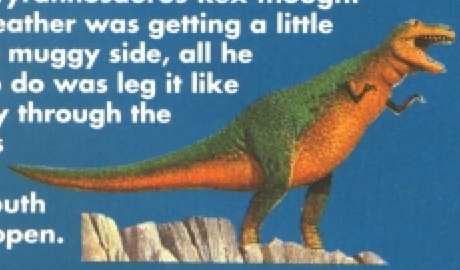
DINOSAURS

THREE MYTHS OVERTURNED

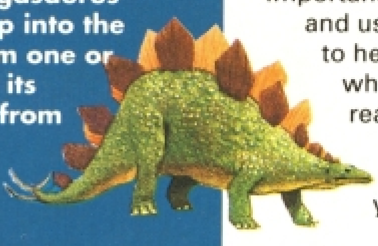
1 **The Diplodocus had a long neck so it could reach for leaves high up in trees which other dinosaurs could not reach. Simply not true at all. The reason for the ludicrously long head support was twofold: a) the Diplodocus had an exceedingly smelly bottom due to its diet of early fungi, and b) the body of the Diplodocus (again due to its diet) was extremely radioactive and evolution hadn't yet cracked 'anti-radiation shields' for the brain (in fact it still hasn't). And anyone who tells you that the Diplodocus had two brains, one in its tail and the other up front, can think again. That's wrong too.**



2 **The Tyrannosaurus Rex was not in fact a carnivore. The species evolved its large and threatening teeth not, as most people believe, to rip the flesh from its fellow Jurassic playmates, but as an efficient heat control system, which worked thus: just below the semi-permeated calcium coating of each tooth ran a massive network of blood-capillaries. Air passing over these capillaries cooled the blood and kept the much-maligned creature at a comfortable temperature. So, if Tyrannosaurus Rex thought the weather was getting a little on the muggy side, all he had to do was leg it like jiggery through the forests with his mouth wide open.**



3 **The plates running down the back of the Stegasaurus were not there for the same purpose as the Tyrannosaurus Rex's teeth (i.e. a method of controlling the body's heat). No such thing. They weren't, as originally thought, for protection either. Both these ideas have been proved totally incorrect. The jagged plates were in fact 'weapons'. Yes, awesome weapons that allowed the vicious beast to kill far more food than it ever needed. Beneath each plate was a small 'pot' of bone which cradled an amount of what can best be described as a form of biologically produced explosive charge. The Stegasaurus would hike its rear legs up into the branches of a tree and aim one or another of these plates at its quarry. A quick message from his tiny brain would then ignite the explosive and voilà. Speared food!**





Hey man, call me a Stone Age square, but I just can't get into this heavy rock.

Imagine being on the receiving end of that. You could probably knock a bridge down. Maybe two. No bridges for Chuck though – he has to knock down dinosaurs. There are loads of the basts, from weeny (and quite pathetic) newty-type things all the way up to ginormous mammoths, sabre-tooths and so on. (And don't write in and say 'mammoths and sabre-tooths weren't dinosaurs', because they were. They lived in the same time period. Anyone who's seen *Four Million Years BC* starring Raquel Welch will know I'm right.)

As well as the nasties (all with their own various idiosyncrasies), bits of the scenery can fall on you as well (the afore-mentioned jobbies being a case in point). As you progress through the levels, the maze element becomes tougher – there are only so many ways through. Oh, and like a clot I've forgotten something crucial – the rocks. While stumbling along picking up bonus points and energy icons, Chuck may happen upon a rock. It might be a massive boulder or it might be a teensy-weensy pebble, but Chuck can pick it up and throw it. Or he can hold it above his head and use it as a shield. Or, more importantly, he can bung it on the floor and use it as a stone-age step-ladder to help him reach those platforms which would otherwise be out of reach. And sometimes he needs to balance one on top of another. And you know when you really, really need a rock?



Yup – they're just like taxis. They're incredibly difficult to find. Oh, and incidentally, while I know it's hardly a major feat of programming expertise, the rocks have 'weight'. They affect Chuck's jumping abilities (if he's holding one, of course) and tend to send him plunging down into the dark depths of the water-filled caverns more efficiently than if he'd bought a ticket for the Titanic's maiden voyage.

Some games fall flat on their face in overcrowded genres like this one, some games provoke a sort of "yeah, well, tum-de-tum-de-tum", while others entertain you with their original approach and draw you in to the point at which you realise you're a teensy-weensy bit hooked. *Chuck Rock* falls into the latter category, with the blend of humour, action, mapping and logic slotted together in such a way as to produce a very enjoyable Ice Age romp. It definitely gets a big thumbs up from me! STOP

THE VERDICT

G	GRAPHICS	91
S	SOUND	84
A	ADDICTIVENESS	90
E	EXECUTION	87

• 20 • 40 • 60 • 80 • 100

A rather neat prehistoric plattie game. Innovative and humorous.

88

review

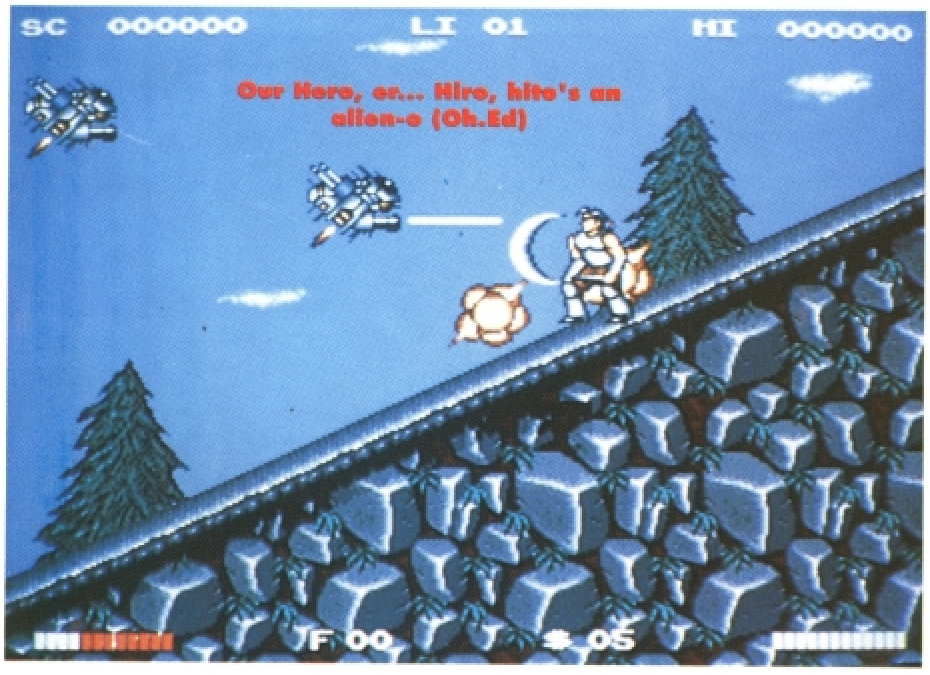
SWITCHBLADE II

One of *Paul Lakin's* particularly off-putting habits is swapping peoples' cutlery around. This makes him an embarrassing person to take to dinner parties, but the ideal person to review *Switchblade II* from Gremlin.

There's nothing like a bit of carelessness to inspire a sequel. Having spent the original *Switchblade* charging round dungeons reconstructing his fireblade and then defeating the evil Havoc it's bit of a shock to be asked to do the same thing again. So what went wrong? Did you lose the sword down the back of the sofa? Or did you forget to put in the killing blow in the same way that you forgot to finish that course of antibiotics last spring? Yes, well, you paid for that didn't you, cos you went down with quadruple pneumonia and had to miss Auntie Alice's 'vicars and tarts" party. Likewise, your inefficiency has left you with the whole job to do all over again. Only this time it's going to be a whole lot worse.

***Switchblade* had you crawling around a nasty damp sewer-type place. Horrid, drafty place – no wonder you got pneumonia. *Switchblade II* puts you in an almost identical place – just as damp, just as dangerous and just as damn big. The problem is, this time it's only the first level. Gremlin claim that the whole of the original *Switchblade* would fit into the first level of the sequel. Well they should know. What is indisputable is that after this level you're left to deal with four more. These range in location from ice-fields to waterfalls, before ending up in a dockland that is a heck of a lot livelier and somewhat more dangerous than the one in South London.**





Along the way there are many new monsters to meet and get to know socially. A few old 'friends' also put in an appearance. How you go about destroying these old and new 'friends' is somewhat slightly different than in the original. Weapon upgrades aren't just picked up along the way, they have to be paid for. Nothing's for free these days. However, although money doesn't grow on trees, in *Switchblade II* it can be found lying around on the ground. Gathering enough of it and paying a visit to the friendly neighbourhood storekeeper allows you to purchase the very best in bargain-basement bashing equipment. You'll probably need every iota of it.

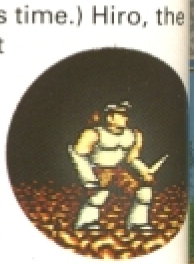
WHAT'S WHAT

TITLE	Switchblade II
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	Out now

AMIGA A

Paul: *Switchblade* was a rather distinctive little number – not exactly a beat 'em up, not exactly an arcadey puzzle. Perhaps for this reason the game was extremely popular with reviewers and yet didn't really make much of an impact on the sales front. That certainly seems to have been Gremlin's thinking because the sequel has been given a lot more oomph but a little bit less character.

The graphics are brighter and more lively than before. (Not surprising considering most of the action takes place above ground this time.) Hiro, the hero (hem hem), is a lot bigger and slightly less effeminate than before. Backgrounds are considerably more varied and colourful. The waterfalls level is a particularly striking example with its constant cascade of water. Animation is as good as before – actually it's better really, since the range of monsters and their movements is far greater. However, Hiro's shooting is a bit crap – he can only manage basic straight-ahead shooting (no flash diagonal stuff for him).



So in the looks department *Switchblade II* is a considerable improvement on its predecessor. It's also a step forward in shoot 'em up terms, yet in the process it's stopped being *Switchblade*. The main sprite and a lot of the action is more reminiscent of *Strider*. Collecting pizzas and burgers for extra energy reminded me of nothing so much as those flippin' turtles. It has slipped comfortably and impressively into the beat/shoot 'em up league and should easily be a front runner.(*Bit of a mixed metaphor there. Ed.)*

HASSLE FACTOR: 0
Er... not much, really

However, fans of the original may feel a bit disappointed. Gremlin have produced a great sequel to *Strider*, which is in itself an achievement to be proud of.

STOP



GRAPHICS 84	ADDICTIVENESS 88
SOUND 78	EXECUTION 87

OVERALL 85

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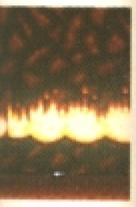


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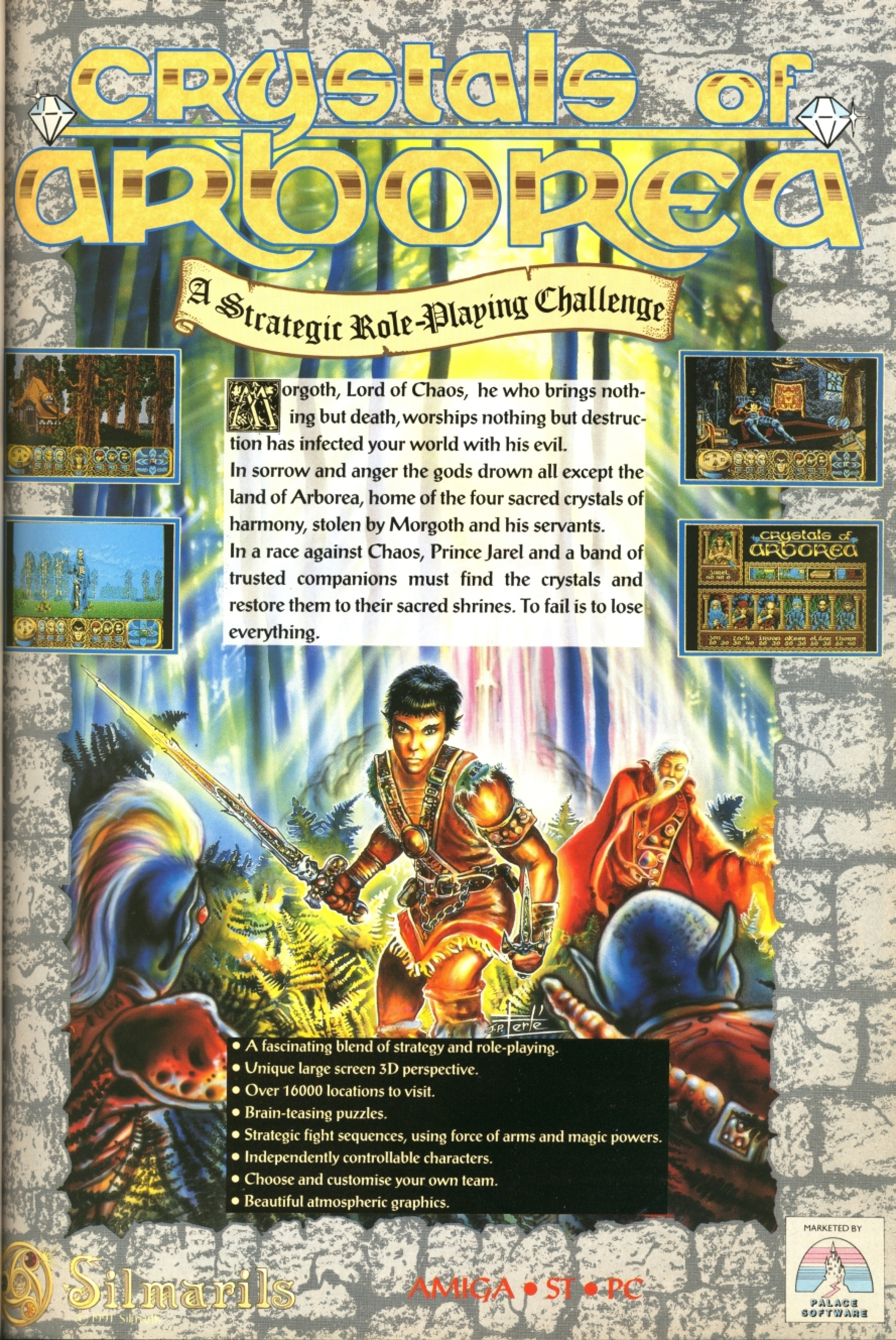
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STOP



OVERALL
85







Acclaimed tank simulation of World War II's famous campaigns.

Witty, cartoon quality enactment of the American Civil War.

Quest for peace through temples in a hellish world.

Perform daring and dangerous raids as you roam the galaxy.

3D Jungle adventure searching for mysterious Mayan treasures.

Canoe the rapids, confront Indians and survive in the Wild West.

Lead the crack marksmen and free the embassy hostages.

Action 3D spa… simulation of … international …

	ST	AM	PC5.25	PC3.5
Sherman M4	□	□	□	□
North & South	□	□	□	□
Kult	□	□	□	□
Hostages	□	□	□	□
S.D.I.	□	□	□	N/A
Rotor	□	□	□	□
Colorado	□	□	□	□
C. Pirate	□	□	□	□
Maya	□	□	□	□
Grid Runner	□	□	N/A	N/A

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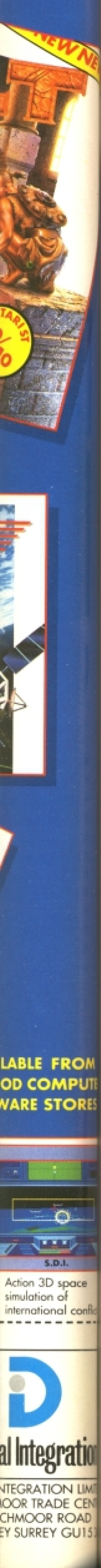
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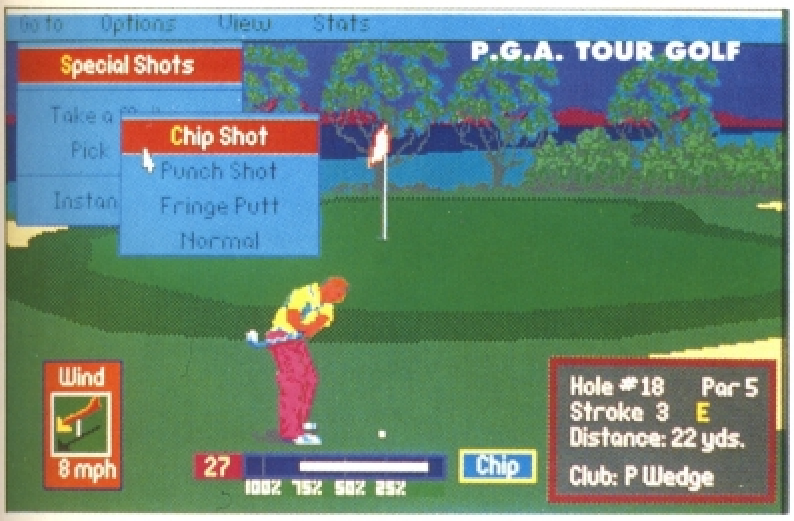
Digital Integra…

DIGITAL INTEGRATION…
WATCHMOOR TRADE C…
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SHORTS

Only with an issue the size of the Yellow Pages could we hope to review every single game we receive 'chez ZERO' each month. So we cream off the best, most hyped, or most imaginative for the full review treatment and the rest get a mention here, on the Shorts Page.



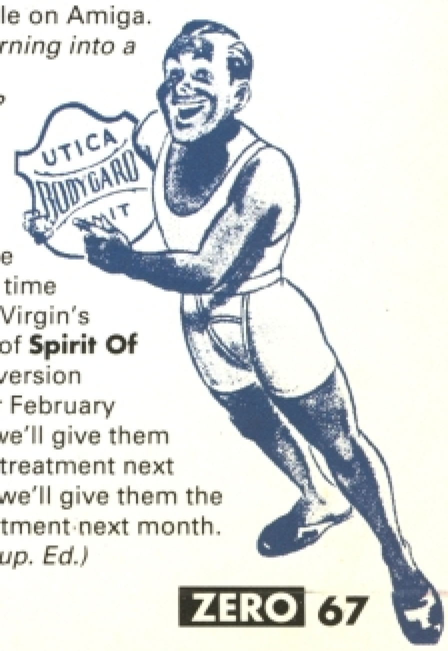
Quite a comparatively quiet period this month for new games, then suddenly at the end of our schedule they started to flood in. One of the earliest products to hit our 'Oh No Not You Again' doormat, was **Battlestorm** from Titus. Er... what can we say? It was a rather uninspired top-down shoot 'em up that managed to live down to the Paris based programmers reputation – sorry, lads. When will these people bring us the Action Concept they showed us way back when, and which had to be the most promising thing we've seen from them? In the meantime the rather talented Bullfrog chappies have stolen the march on them with the excellent **Powermonger** and its forthcoming data disks. Mumble mumble, gripe gripe.

Infogrames had several titles on offer including two **Sim City Scenery Disks** for use with the original classic, and two PC strategy/boardgame style titles, **Bandit Kings Of Ancient China**, and **Ghengis Khan.** Both rather specialised in taste and complex in scenario, but we suspect they don't go far enough to satisfy true strategy buffs. The ill-fated Hewson, offered us **Moonfall,** a sort of 3D filled vector space drive/shoot 'em up which failed to light our collective candle. Innerprise, the guys behind *Battle Squadron*, brought out **Final Orbit**, a rather uninspiring PC shoot 'em up. The Oxford Software Toolworks brought out **Go** and **Backgammon Royale** across all formats – traditional boardgames coded to OST's usual high standard. Demonware followed up Pang clone, *Oops Up*, with **The Power.** Not only its second title to sport the name of a Snap record, but also to feature a rather stunning rendition of this chart topping tune as the soundtrack. Shame the game was a tad lacking. Miniscule Pac-people bounced from side to side in a maze, collecting heart icons in a fashion similar to Thalion's *Atomix*. Speaking of whom, we saw three boxed products arrive en masse, from the masters of the ropey novella, Thalion. These were **Enchanted Land,** a colourful arcade adventure; **A Prehistoric Tale**, a sort of *Bombjack* style game where a little chap runs around jumping on baby dinosaurs, and lastly **Tower FRA,** a rather trainspottery but good air traffic control simulator game(!).



Impressions sent us **Merchant Colony** a strategic sim of 18th Century colonising and conquistadoring. (*Made up word. Ed.*) Millennium's **Moonshine Racers** which you should all be familiar with from our last cover disk demo, dropped in. It's a tried and tested formula given quite a novel scenario twist. **Viz** arrived from Virgin and well, if you prefer your lavatory to your humour, or even lavatory humour, if y-y-y-your the kind of person who thinks swearing is riotously funny, if you think *Run For Your Trousers* is the funniest show in the West End, (*That's enough Dennis Norden impressions. Ed.*) you'll be impressed by *Viz*. If on the other hand, you're like us, then you won't be.

Ho hum. Shame to end on a downer, isn't it? Erm... so... we also had more déjà's than we could cover this month so here's a quick hello to EA's rather fab **PGA Tour Golf, Centurion,** and rather alright **Ski Or Die** all of which should now be available on Amiga. (*This issue's turning into a bit of an EA fanzine, isn't it? Ed.*) Also MicroProse's **F-15 II** is due to land on Amiga in a store near you at the time of writing as is Virgin's Amiga version of **Spirit Of Excalibur** (PC version reviewed in our February issue). Maybe we'll give them the full déjà vu treatment next month. Maybe we'll give them the full déjà vu treatment next month. Maybe... *(Shut up. Ed.)*



J. R. HARTLEY RECOMMENDS



I'm rather taken with *Brat* from Mirrorsoft this month. Oh, and *Toki* from Ocean France is rather clever. Oh, and Core Design's *Chuck Rock* is very humorous. Have you got a copy of *Fly Fishing* by J. R. Hartley by the way?



CELEBRITY GAME ★ THIS WEEK: ★ SHAKIN' STEVENS



DÉJÀ VU

***Another Time Another Place*, a dull film set in Scotland. If they'd called it *Another Time Another Format* it could have been set on this page and been much more interesting.**

FLIGHT OF THE INTRUDER

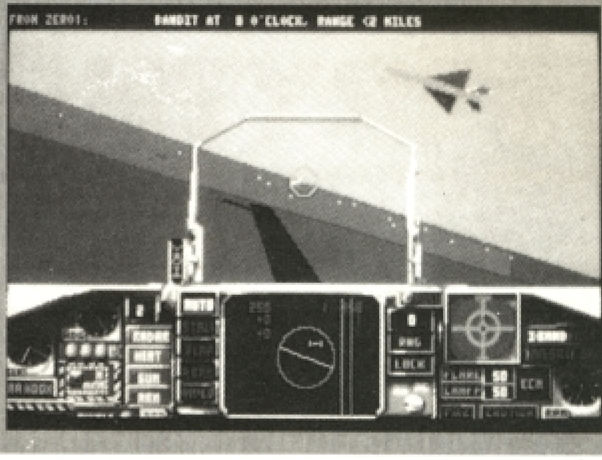
Mirrorsoft/ST/Out Now/£24.99

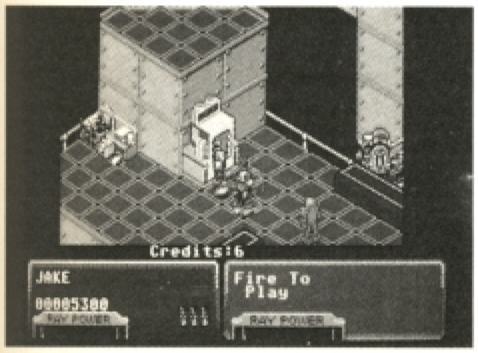
Paul: Trying to review a game like this in around 200 words is a bit of a nonsense. Why? Cos it's huge. The PC version certainly lit Dunc's fire and the conversion is easily as good. *FOTI* has all the obvious good bits from a flight sim, such as realism and slick graphics but there's a whole lot more to boot. Hey that's a joke! (*No it isn't. Ed.*)

As well as being a purist's sim the game offers you considerable elements of strategy and, more importantly, the chance to control more than one plane on a mission. The different planes (Intruders and Phantoms) have distinctive cockpits, which can cause momentary panic if you've been flashing through the sky in an Intruder and then suddenly decide to put yourself into the cockpit of a Phantom and can't remember where anything is. More importantly, both planes have very distinctive handling characteristics.

Flight of the Intruder is overflowing with options. If you want a full realistic sim where you control eight planes on a death defying mission over enemy territory then this is the game for you. Equally, if you just want to vent your spleen then you can select a scramble option tool-up with unlimited fuel and weapons, wrap a scarf round your head and let rip at everything in sight.

GRAPHICS	88	ADDICTIVENESS	89	OVERALL 90
SOUND	80	EXECUTION	91	





ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Domark/PC/Out Now/£24.99

Paul: Having previously converted *Toobin'*, Domark is obviously trying to prove that not all PC owners are techno-buffs. Maybe PC owners have a sense of fun?!

Fun is certainly the key element to this cartoony shoot 'em up, set in the style of 1950's sci-fi comics. You are a square-jawed hero out to rescue trapped scientists – it's real *Boys Own* stuff, at least it was on the ST and Amiga.

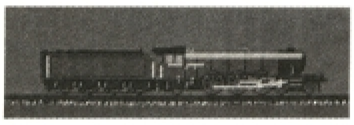
The PC version maintains the atmospheric, isometric look of the original. However the sound, which was a real bonus on the 16-bit, has been replaced with an irritating bleep.

Whereas the 16-bit version was on the easy side of a doddle, this time there's a hint of impossibility about the whole thing. This is partly because the control system isn't as precise as it might be (finding the diagonal is harder than finding shandy in a nunnery) but there also seem to be more monsters more quickly – maybe I'm just getting chicken in my old age.

An interesting choice for a PC conversation but unfortunately not an entirely successful one.

GRAPHICS	82	ADDICTIVENESS	79	OVERALL 75
SOUND	53	EXECUTION	77	

RAILROAD TYCOON



MicroProse/Amiga/Out Now/£29.99

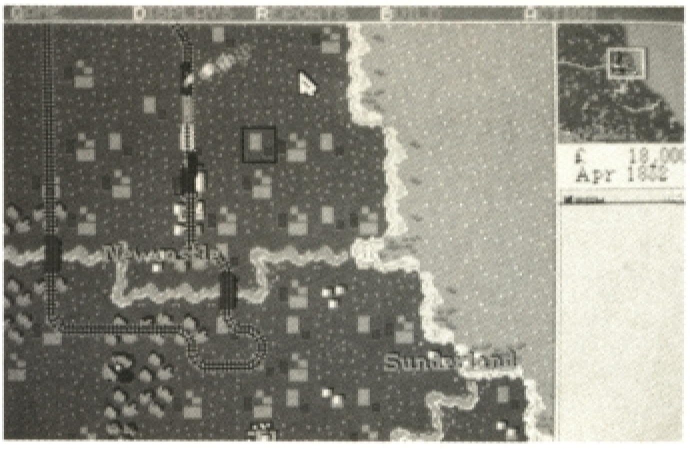
Paul: This is a rather timely conversion, bearing in mind the imminent privatisation of British Rail. If you can make a killing in this game of railroad tycoonery then you'd be well advised to hack off straight to the stock exchange to get in an early bid. Mind you the PC boys will have been there for yonks before you.

The game looks fairly similair to *Sim City* and is equally user-friendly (horrible phrase, but it's the best I can think of). But whereas *Sim City* put you in charge of an entire city, *Railroad Tycoon* leaves you to concentrate on the rail network. Does this mean it's a smaller game? No by jiggery it doesn't.

The game is extremely complex. Whether you choose England, Europe or a section of the USA you have to start your railroad from scratch. There are problems with the landscape, problems with the stock exchange and problems with the 3.15 Crewe to Chillingworth. As well as worrying about timetables, new stations and dodgy gradients you've also got to keep a wary eye on competitors who'll be trying to muscle in on your patch and take over your stretch of track.

Improved sound apart there are few differences to the PC original. Although it might be a tad too complex for those not used to economic sims, *Railroad Tycoon* is a treat in store for strategy buffs and train spotters alike.

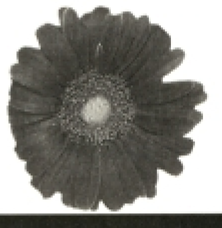
GRAPHICS	82	ADDICTIVENESS	89	OVERALL 88
SOUND	82	EXECUTION	88	





ZERO SPRING SALE







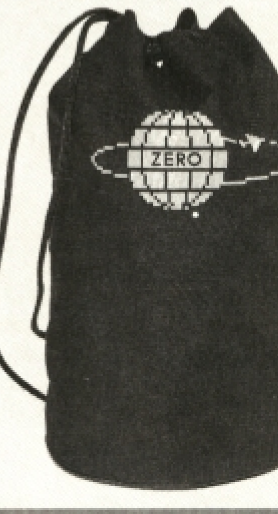
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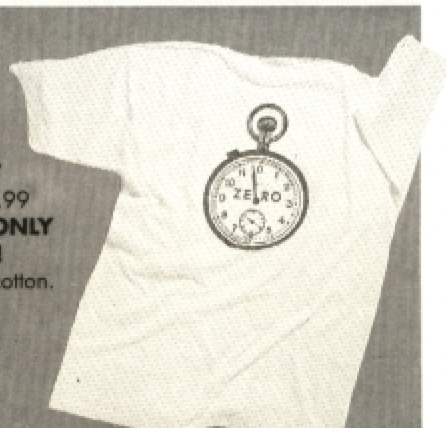
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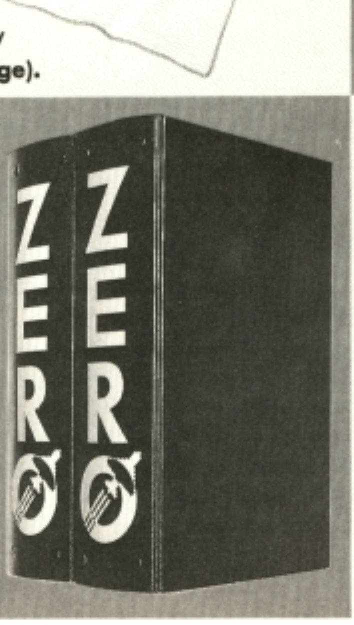
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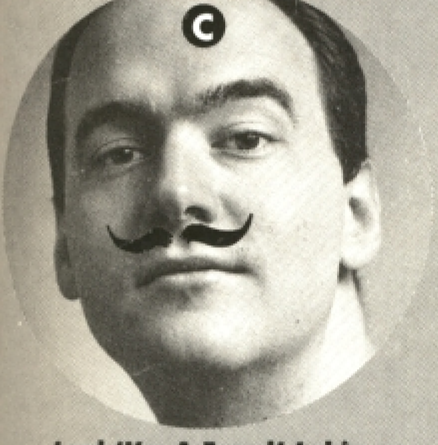
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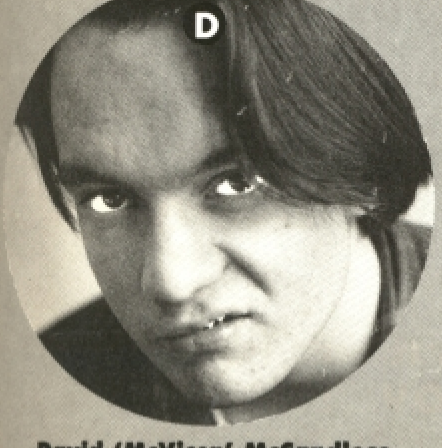
IT'S A FAIR COP

SEIZE A CAMERA AND 25 COPIES OF *HILL STREET BLUES!*


Amaya 'Cat Burglar' Lopez


David 'Sticky Fingers' Wilson


Lord 'I'm A Fraud' Lakin


David 'McVicca' McCandless

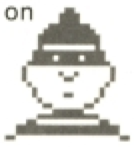


Hey, let's be careful out there! If you're a fan of *Hill Street Blues* you'll know what the jiggers we're on about. If you're not – well tough luck! Whether you're a fan or not you'll be thrilled to play Krisalis's new game which is based on the hit American cop show – check it out in the review pages of this issue.

You'll be even more thrilled to hear that Krisalis is so excited about the game that it's celebrating by giving away a spanking Olympus AZ200 Super Zoom Auto Focus 35mm Compact Camera to the first prize winner. It's also offering 25 copies of the game as runners-up prizes. To blag the booty all, you have to do is solve a rather simple crime.

IDENTITY PARADE

A vicious armed robbery has been perpetrated on the SAS Social Club. The perp, weilding a 9mm Uzi sub-machine gun, has cleared out the tills and guzzled half a barrel of Special Brew before making his escape. It's up to you to become a real dick and suss out the guilty criminal from the line-up of shady-looking characters on the left. We've printed four mugshots – three of which are actually innocent bystanders – and you've got to decide who is guilty of this audacious heist. If, for example, you think 'Cat Burglar' Lopez is the beast who robbed the SAS of their beer money, then simply ring **0898 335573** say, "'ello! 'ello! 'ello! The answer is A, my name is Ronnie Biggs and I live on the Costa Del Sol and I've got an Amiga." Got that?



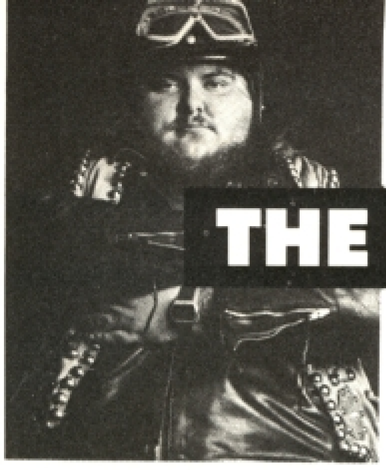
YOU WILL TALK

1. Don't use the phone unless you have been given permission by the old bill payer.
2. Be careful you don't dial the wrong number and end up with the Merseyside CID kicking your door down.
3. Give your answer, name and address and computer format when you ring.
4. If a woman answers and asks if she can play with your truncheon, trace the call immediately.

IT'S THE LAW

- No inmates of Dennis Publishing Ltd or Krisalis may enter this competition.
- You will talk by May 31st, 1991 or we will throw you into the slammer.
- Don't cross-examine the Ed if you know what's good for you.

☎ 0898 335573



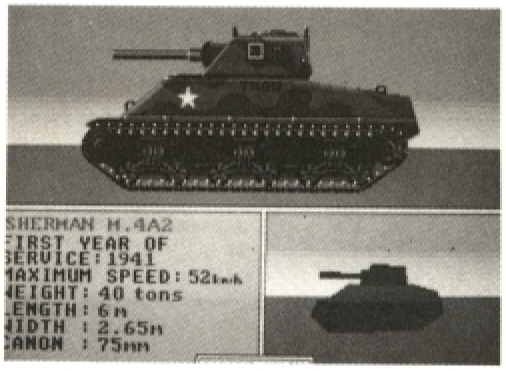
THE PRICE I$ RIGHT

"Come dahn to the cheapest software bahgin's in tahn." Bloggo opens up his monthly market stall to review the very latest budget software releases...

SHERMAN M4

Action 16/Amiga & ST/£7.99

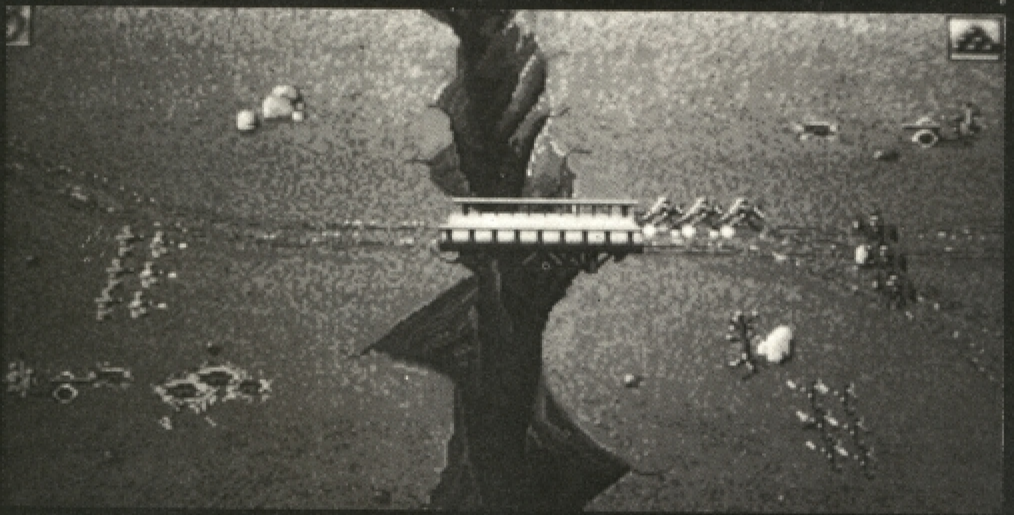
Bloggo: Cor, I remember this little cracker from French house Loriciel when it was a full pricer back in May. We were actually rather taken with it at full price, let alone as a knock dahn bargain. *M4 Sherman* is all about driving a Second World War American tank from Hounslow to Swansea. (*Eh? Ed.*) You know, dahn the motorway. (*Oh... it's a really crap Bloggo joke. Ed.*) Hur hur, only kidding readers, *M4* is actually a tank battle sim. There are three WWII campaigns on offer – North Africa, Normandy and the Ardennes. You can choose to play a single battle therein, or the whole five making up a campaign. Whichever action you choose, you control four tanks and two jeeps. You can give all of them orders via an overall map, or you can choose to control any one of them at a time.



The graphics are lovely with sprite detail in the backdrops and filled vector tank shapes that look like their real life counterparts. Lacking the depth of a complex tank sim, *M4* has great graphics, great feel, and at this price is quite frankly a birrova corker.

OVERALL SCORE 90

NORTH AND SOUTH



Action 16/Amiga & ST/£7.99

Bloggo: 'Sacred Blue' as our Gallic chums would say, here's another cracking title that originated from a French software house, this time Infogrames. It's a former full pricer from November 1989, based on a Belgian cartoon strip and set in the American Civil War. The game centres around a single screen map, but from here you'll get to see arcadey sub-games where you try to board a moving train or capture an enemy fort, and also the brilliant battle sequence. This is the 'piece of résistance' as they say, where you get to control up to three little cannons, units of three cavalry and squads of up to nine infantrymen.

Not only do you get to kill each other – leaving little bodies lying around – but you also get to blow up pieces of scenery (bridges, houses and stuff). One player against the computer or two player head to head, *North and South* is still one of my favourite games, and at this price you'd be a clot not to buy it.

OVERALL SCORE 91

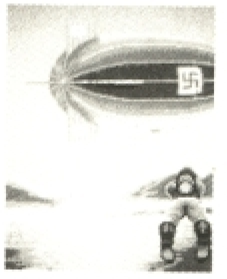


Wow! A direct hit on Jeremy Beadle's armoured car!

ROCKET RANGER

Mirror Image/Amiga & ST/£9.9

Bloggo: We're one big happy family in budgetsville, and now there's a new addition to the fold, it's Mirrorsoft's new budget label, Mirror Image. In the shops as you read this, Mirrorsoft is entering the fray with some well scorching numbers from its back catalogue. There's the original *Speedba* the Psygnosis shoot 'em up *Blood Money*, and two of Cinemaware's early titles – *Defender of t Crown*, and *Rocket Ranger*.



Rocket Ranger is a title of '88 vintage, bu in spite of this it's no less the beautifully presented product we've come to expec from Cinemaware. The whole thing is based on a sort of 1940's comic book hero whizzing about the world with his rocket pack trying to foil the Nazi menace and rescue chicks from Zeppelins over New York (!). It seems that the fundamental force behin the Hitler regime was in fact a moon mineral called Lunarium. Ultimately, in your one man bid to foil the fascists, you'll have to go to the Moon to destroy the lunarium mine and defeat the Nazi zombie women guards (it sez here!).

Great graphics, arcade action and strategy on the plus side, quite a bit of accessing on the other, but all in all another great game at a corking price.



OVERALL SCORE 89

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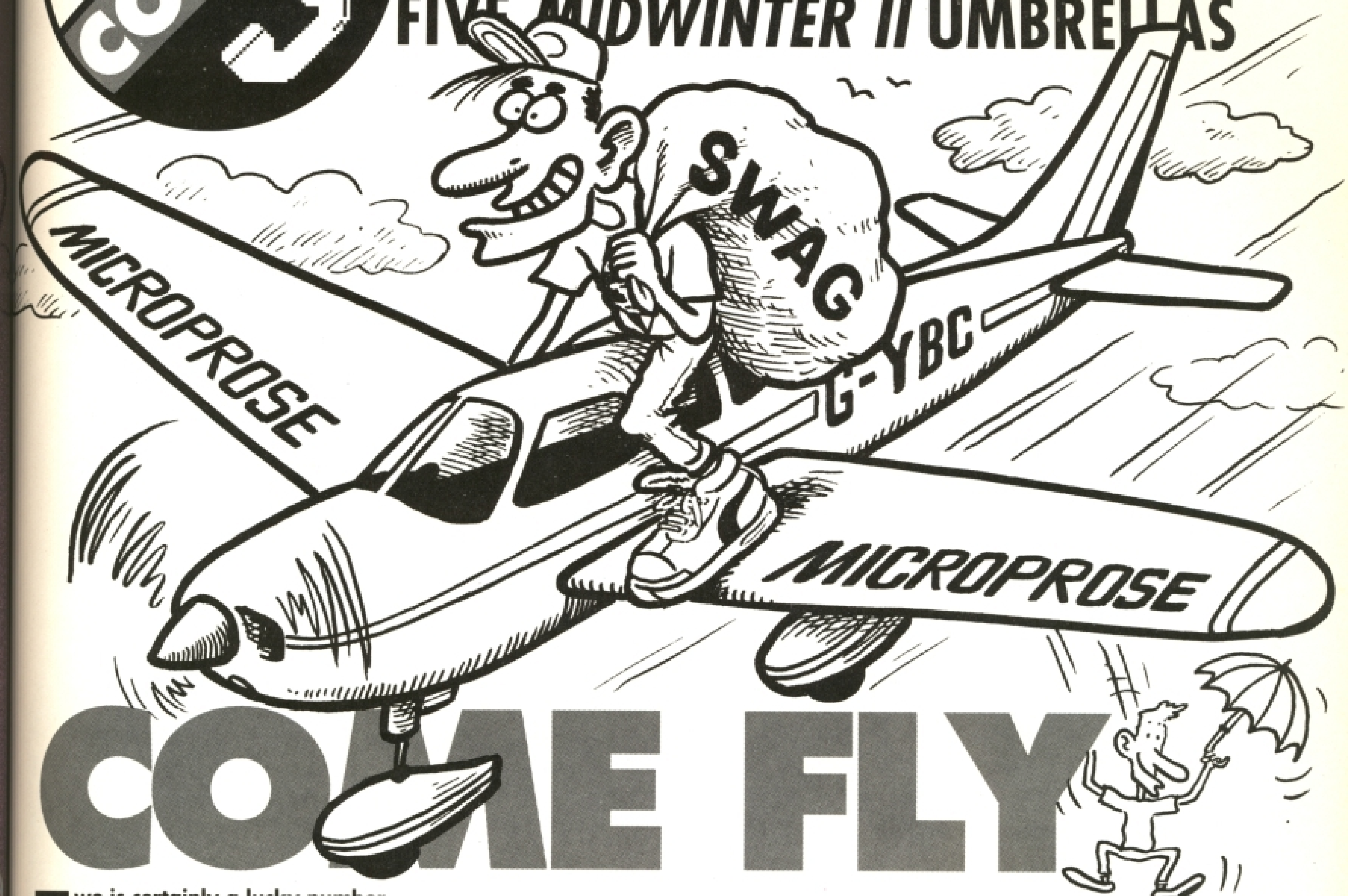
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COMPO

WIN A DAY OUT AT MICROPROSE

FIVE *MIDWINTER II* UMBRELLAS



COME FLY WITH ME*

Two is certainly a lucky number for MicroProse judging by the success of two of its classic sequels. To celebrate *F-15 Strike Eagle II* arriving on the PC and *Midwinter II* being set to storm the games market, MicroProse is offering some pretty fabby prizes. The winner will get the chance to visit the MicroProse offices, meet the programming team and drink their coffee. If you're not too interested in coffee, you can't fail to be tempted by the chance to catch a sneak preview of up-and-coming products, a huge slap-up lunch and a flight in the famous MicroProse plane. No doubt you won't depart empty handed either. A MicroProse goodie bag will be stuffed into your hand or our name isn't ZERO. The five runners-up will get a rather stylish *Midwinter II* golfing umbrella – just in time for summer (ahem). It's two good to be true...

RULES
- Employees of Dennis Publishing or MicroProse caught entering will be disconnected.
- Entries rung through after April 30th 1991 will be given the bird.
- The Ed is on the line and his decision is final.

*Well er... MicroProse actually.

WHAT A TWO DO

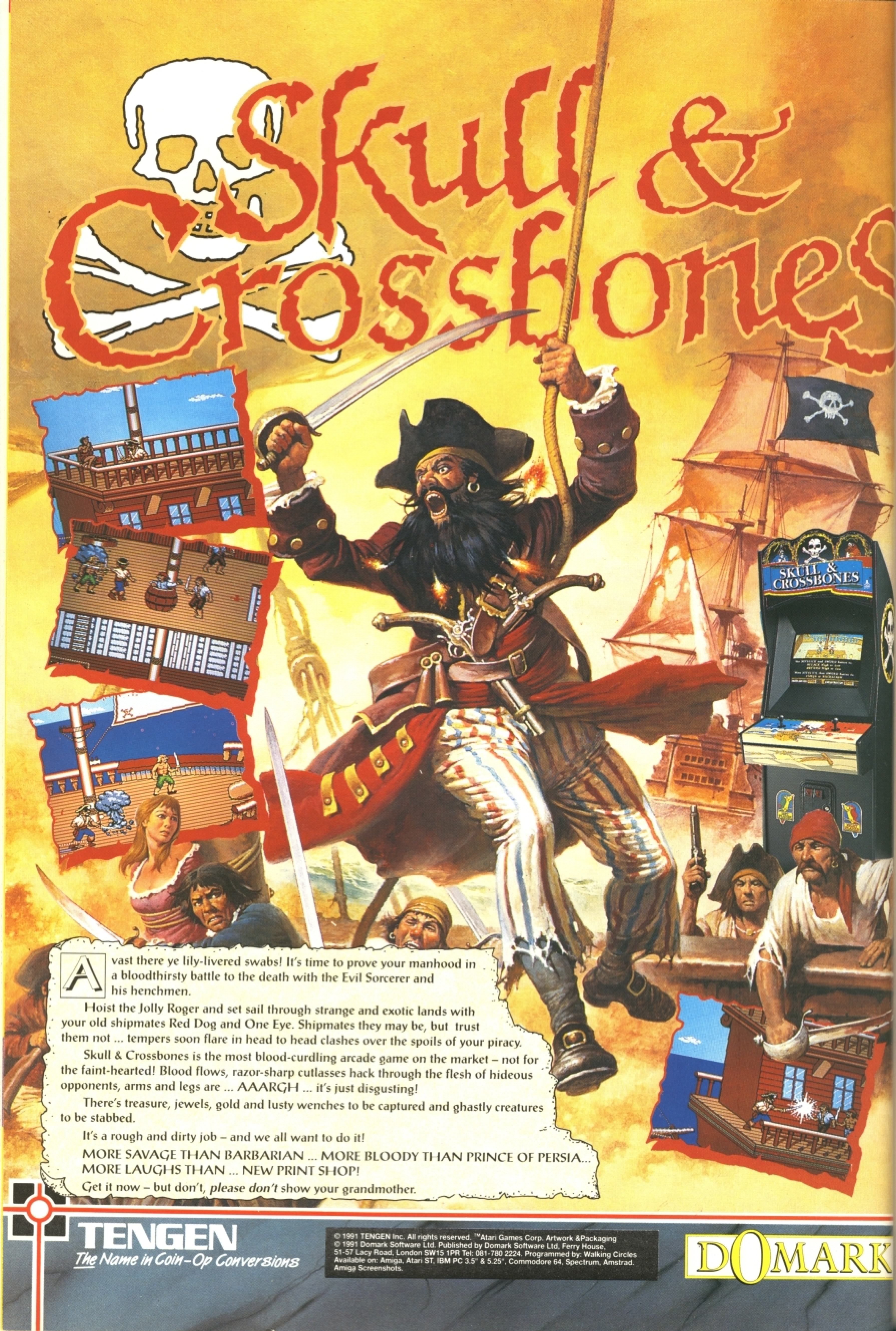
Since we're talking sequels, let's see what you know about them. Lurking in the box below is a list of games, books and films and their sequels. All you have to do is match the original to its respective follow-up. Then simply ring (0898) 335 513. Give the number of each question followed by the letter of the answer (e.g 1.B, 2.C, and so on). Then clearly state your name and address and sit back to await your prize. (Oh, it's probably best to hang up first.)

I'VE GOT YOUR NUMBER

1. Make sure you've got the permission of the bill payer to use the phone.
2. Make sure you dial the right number. If someone called Sadie orders you to unlace her boots then hang up immediately.
3. Make trebly sure you give your name and address. (Oh, and the answers, of course.)
4. Make sure you roll up your left trouser leg and hop around the room while making your call.

1. Midwinter	A. Barchester Towers
2. Rocky	B. The Empire Strikes Back
3. Star Wars	C. Flames Of Freedom
4. The Warden	D. Rocky II

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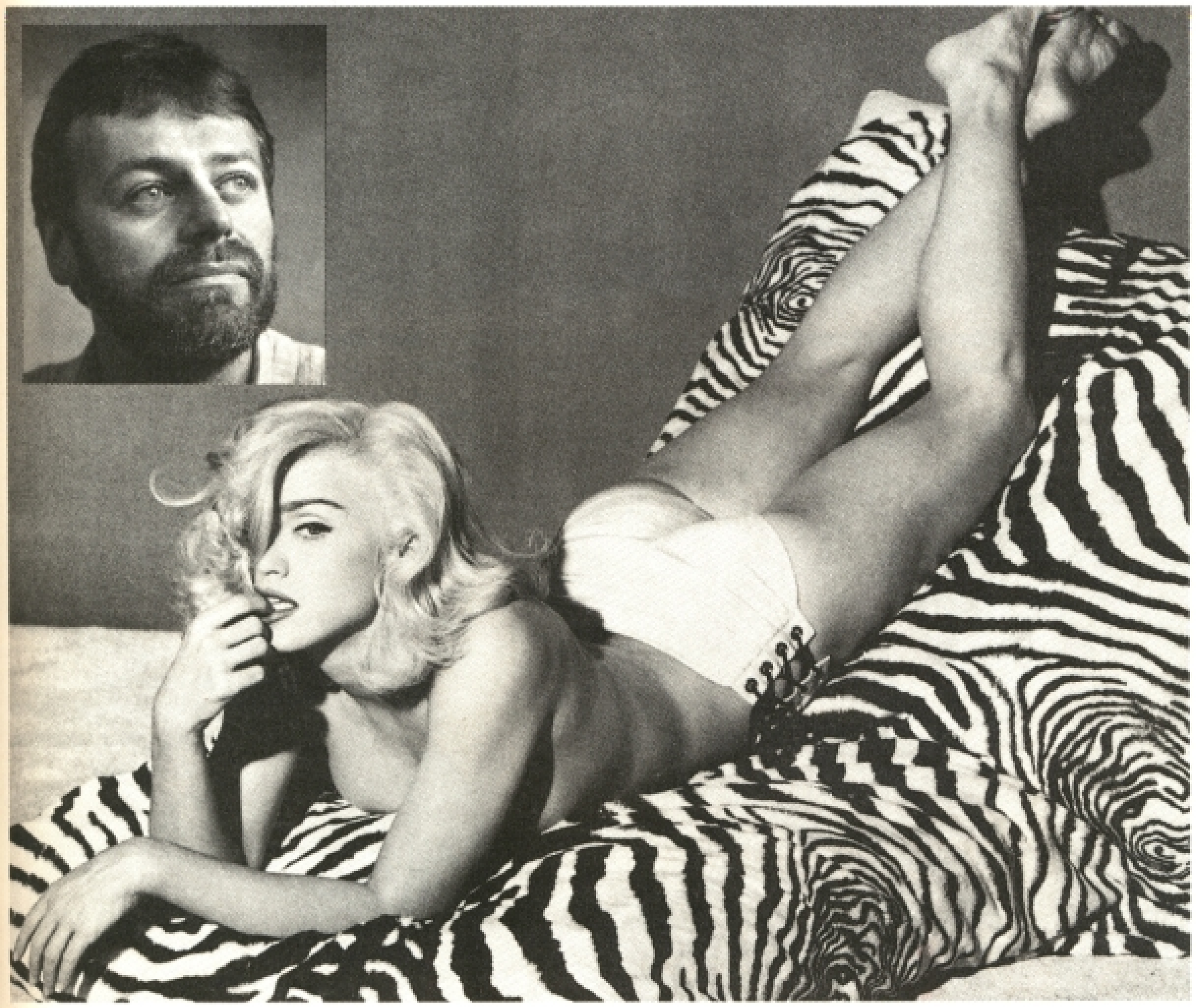


Skull & Crossbones
SKULL & CROSSBONES
Avast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
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DOMARK



HERE IS THE GNUS*

Hello, good evening and welcome to the bigger, juicier Adventure section, brought to you by *Mike Gerrard* – bearded text-tapper extraordinaire. Over to you, Mike...



LIKE A VIRGIN?

I like-a Virgin. Well, at least I like what the company's doing in the adventure world. After re-releasing some of the Infocom classics at paupers' prices, it's now going to be re-releasing, in the fullness of time, all the Magnetic Scrolls back-catalogue at mucho cheapo prices too. Not the original versions, as all the games will be tarted up and given the *Magnetic Windows* treatment. The first release will be a packet of three, probably not called 'Now That's What I Call Magnetic Scrolls I', and will include *Guild of Thieves*, *Corruption* and *Fish*! Release date will be... well, if it's anything like *Wonderland* it'll be three months after they say it's going to be! If you're not into Virgins, you can still get the Maggie Scrolls games at budget prices from the Special Reserve mail-order software club, though first you'll have to join by forking out six quid, which reminds me of a rather bad joke but I won't tell you that, I'll tell you the phone number to ring for information: **(0279) 600205.**

Once you've joined, the cost of Amiga, ST and IBM-PC versions of *The Pawn, Guild Of Thieves, Jinxter, Corruption or Fish!* is only £6.99, in the original, delicious turnip-flavour packaging.

ARE YOU A TEXT-MANIAC?

In these sensual pages in the past, Amiga owners have been told of the wonders of Jim MacBrayne's adventures when The Grue hijacked the tips section of these very pages. He drooled over *The Mission* and *The Golden Fleece*. As I was a poor Amiga-less creature, I could only trust The Grue's impeccable judgement. Now I can see how right he was. Nope, I've not forked out for an Amiga, but just for me the author has converted his games to the Atari ST. (Actually it's not just for me. I lied.) I've recently been playing Jim's games of an evening (not all at the same time, of course), and have to say they're pretty damn good. Oops, sorry, wash my mouth out with soap and hydrochloric acid. The Infocom influence is obvious, and they're just what the text-starved adventure player could be looking for. Now for the bad news – though Jim put some of his Amiga games out as Shareware, he's actually selling the ST versions at £7.50 each, including p&p. You can choose from *The Golden Fleece, The Holy Grail and The Mission*, though you'll need a 1 meg machine to play the last two. You can get 'em from: **Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ.**

FANCY A PROBE?

Last year the *Adventure Probe* fanzine organised its first ever convention. I was otherwise detained in Siberia at the time, but I've heard several reports of the great day and everyone seems to have declared it a fantastic success. And as nothing succeeds like success, this year they're having another one. The date is Saturday 26th October, and it will again be held at a hotel in Birmingham, with reasonably cheap accommodation available if you want to make a weekend of it. It sounds to me like there was as much elbow-bending as adventure-playing done last year. If that appeals to you... well, you'll just have to start buying *Adventure Probe* magazine, as it's exclusively for their readers. Details from: **67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.**

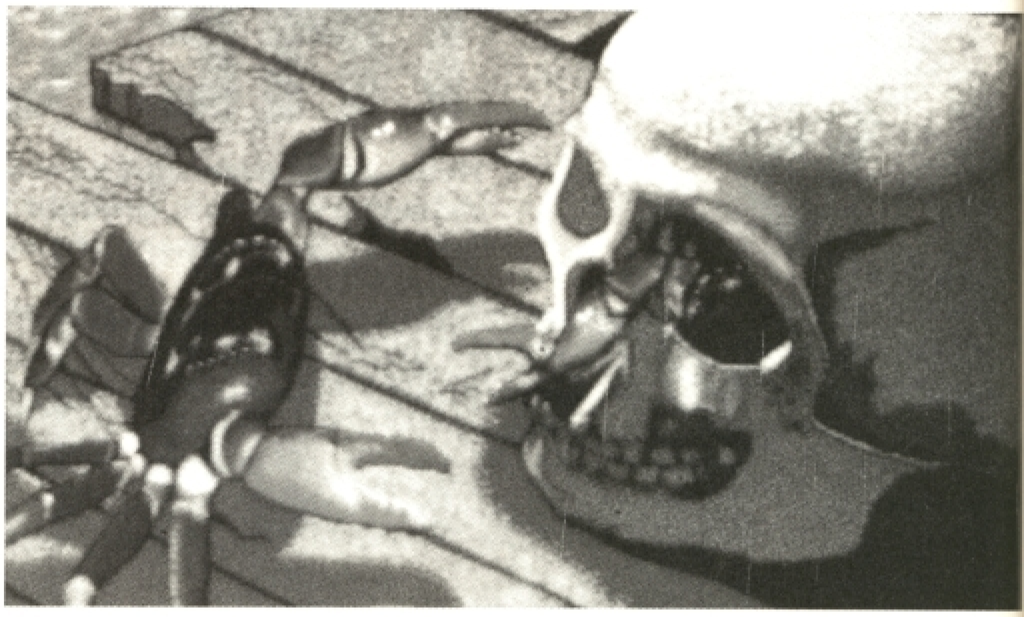
(Here ARE the Gnus, surely? Ed.)

SPELLCAS

***Mike Gerrard* swept into the ZERO office sporting a pointy hand and brandishing a magic wand. "Where have you been?" we asked. "I've been to Sorcerer University," he replied. "He's finally cracked," we muttered to ourselves...**



Wow! This 'casting spells' lark's great fun... Supercalifragelisticexpialidocious! Zap! Oops... I just turned myself into a lobster...

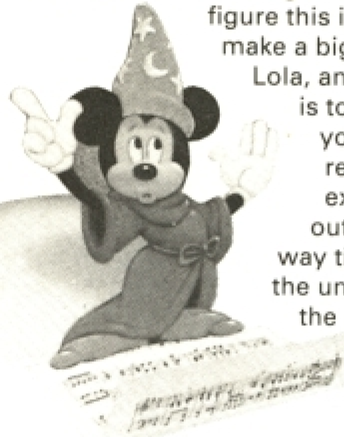


Mike: So Infocom is dead, is it? Well it's a good job no one told one of its best authors, Steve Meretzky, as he's still writing the kind of game no one but Infocom could produce. The only difference now is that it's for a company called Legend, published in the Yoo Kay by MicroProse. The other difference – okay, there are two differences – is that the system is now state-of-the-art, with moving graphics, windows, the ability to arrange the screen to suit yourself and all that jazz.

Steve Meretzky has always written great games, and he hasn't lost his touch just 'cos Infocom went down the tubes. You have an aim in *Spellcasting 101:* you must become a sorcerer by attending university and so help save the world from destruction with the many magic skills you acquire. But forget that. The main aim of any game is just to have fun, and you certainly get your money's worth with this one.

You begin the game in your bedchamber, where your evil stepfather keeps you locked up. In your desk you've got a partly completed application form for Sorcerer University, where you've answered questions like "why do you want to be a sorcerer?" with replies like "I've always been interested in magic and how it can be used to improve the world. Also, sorcerers get all the girls."

Okay, your real aim in life is to impress your neighbour, Lola Tigerbelly and, by becoming a sorcerer, you hope to worm your way into her... affections. Unfortunately for you, your stepfather has other ideas. He's going to bind you in servitude to a pal of his in the Dragon Tending Guild where you can spend the next seven years of your life doing fun things like carting away dragon dung and picking parasites out of dragon scales. You figure this is unlikely to make a big impression on Lola, and your first task is to escape from your room (which requires a messy exit). Then keep out of everybody's way till you can get to the university and join the registration queue.



It'll take you a fun-filled hour or

WHAT'S WHAT

TITLE	Spellcasting 101
PUBLISHER	MicroProse
PRICE	£29.99
FORMAT	PC (no news of other formats)
RELEASED	Out now

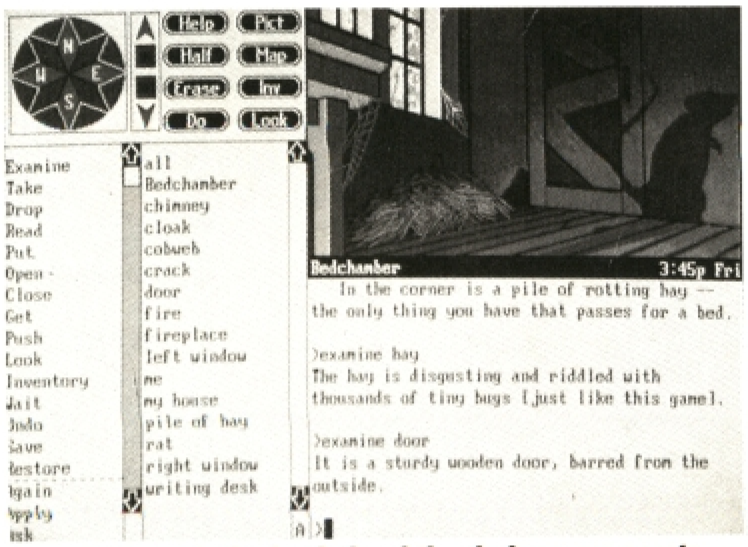
ABOUT THE AUTHOR

Steve Meretzky arrived at Infocom in 1981 and stayed there till the end. On the way he produced classic games like *Planetfall* and *Sorcerer*, and worked with Douglas Adams to produce *The Hitchhiker's Guide To The Galaxy*. Other games what he wrote are *A Mind Forever Voyaging, Stationfall, Zork Zero* and *The Leather Goddesses Of Phobos*. This last one showed that the Meretzky mind was a mass of filth – hoorah! *Phobos* could be played in LEWD mode, an idea that's been carried forward to *Spellcasting 101*, which has NICE and NAUGHTY options.

STING 101



two to get there, though the game was spoiled because the last message in that section, telling me I'd succeeded, was whipped off the screen before I could read it and there I was in Donkeydung Hall at the back of the registration queue. Still, the game doesn't have many faults, although the parser is still a bit picky, requiring you to laboriously GET KEY, UNLOCK DOOR, OPEN DOOR before you can proceed. That kind of thing. But at least it apologises if it doesn't understand something: "sorry, I'm just a dumb underpaid parser."



A peek through the keyhole of the de luxe sorcerer's boudoir, complete with hot and cold running vermin.

When you get to the university it's just like the real thing. The cafeteria (known as 'The Cup and Sorcerer') serves cold beefburgers, your room looks like the town dump with three-day old pizzas on the floor, and you have to



Stuff "izzy wizzy lets get busy", my fave's "five, six pick up chicks!".

decide whether to turn up for lectures or not. In fact it's a good idea, as you learn things you're going to need later on. You can TAKE NOTES in the lecture hall, then read them back later. You'll learn that one of the secrets of being a successful sorcerer is good spelling! Good pronunciation is also very important. Imagine the consequences if you meant to cast the spell of HURVON, to clean tarnished silverware, and instead it came out as HURBOM, which summons a cloud of flesh-eating locusts. There again, at least you wouldn't have to worry about cleaning the silverware!

There are plenty of wild parties to go to in the evening, and you'll slowly acquire spells in your spell book. The Spell of ZEM, for instance, increases your fighting ability, while the spell of SKONN can be cast on someone to increase their bust size. Not that many of the girls you meet need it – maybe that's why it didn't work when I tried it.

Just when you're getting into the swing of things, and making headway with the President's daughter, something strange happens. I can't tell you what it is, as I'd skipped class and spent a few hours in the Simulation Chamber, which allows you to practice your spellcasting skills. When I came out, the place was in chaos – furniture upturned and no one to be seen but a dying man who told me that 'they' (who-ever they are) had stolen 'the appliance' (whatever that is) and taken Professor Otto Tickingclock with them. I guess this is where the story really starts...

So far the game looks very accessible – which is good news for novice players – though old hands may want something a little more demanding. Mind you, it's sure to get tougher as the hours tick by. If Infocom is dead, then all I can say, with the arrival of *Spellcasting 101*, is "long live Infocom!" It's the most fun I've had without taking my clothes off.

THE VERDICT

G	GRAPHICS	88
S	SOUND	60
A	ADDICTIVENESS	90
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

Very accessible sorcer-ing adventure. Cauldrons full of fun and loads of chicks. Brilliant!

90

ABOUT THE BOX

The box is humungous, and is tastefully decorated with pictures of healthy all-American girls with huge... erm... huge... sort of bosomy things. And very little clothing. Not the kind of thing we at ZERO approve of at all. Sexist filth. Then when we opened the box 30 minutes later, what did we find? The usual sheet of instructions, a 3.5" disk rattling about and vast amounts of fresh air? Nope, we found loadsadisks of the 5.25" variety, a parchment map of the lands of Peloria where the game takes place, a registration form for Sorcerer University and a glossy 40-page Orientation Guide to Sorcerer University which contains many a merry quip and is well worth reading, (unlike most game guides).

ABOUT THE SYSTEM

***Spellcasting 101* will inevitably be compared to the Magnetic Windows system as seen in *Wonderland*. It isn't quite as sophisticated as that, but it's as good as it needs to be. You play a game, not a system. You can tailor the screen to suit yourself, but only within certain limits – you can't pick up windows and move them around. You can have an all-text screen if you choose to switch off the graphics (the pictures are good without being brilliant, with the 'moving' parts pretty basic.)**

The graphic goes in the top right quarter of the screen, though you can also have an inventory here, a 'You Are Here' map, a status line or just a permanent location description. You can click on objects in the graphic window and the program responds intelligently. You can have text in the bottom right quarter of the screen, or taking over the whole bottom half of the screen. Top left is a compass rose you can click on, with available exits illuminated. Next to that is a series of command buttons covering various options. Below those are two menu bars, one having verbs and prepositions, the other having objects. You can click on these to build up a sentence. Don't worry if you don't have a mouse – press the TAB key and a pointer appears on screen, which you can control with the arrow keys.

There are loads more features, but you'll quickly choose your preferred way of playing and just want to get on with it. It's that kind of game. Naughty but Nice!

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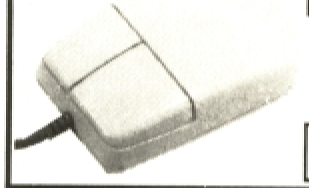
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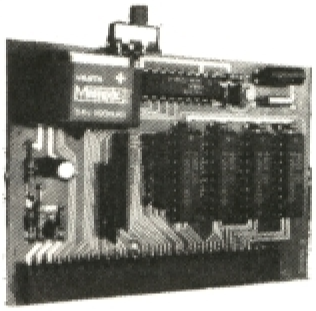
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DEMONIAK

REVIEW

Mike Gerrard reckons that adventure games can be fun. So we locked him in a darkened room with _Demoniak,_ called for the little men in the white coats, and waited...

For a text adventure, *Demoniak* has a very graphic introduction, including a lovely shot of an alien-type monster whose tongue flicks out and licks the eye-socket of a skull. Well, it's lovely if you like that kind of thing. Make the most of the pulsating pixels, though, as the game itself is a wordy one with only the occasional piccie popping up now and again. The graphics have a chunky comic-book look, which makes sense as the game is written by Alan 'Judge Dredd' Grant.

The time is 2090 AD, the place is Earth, and you are Johnny Sirius. Whaddya mean, you cannot be Sirius?! In *Demoniak* you don't have to be. You needn't stay as one character. You can BECOME any of the other characters in the game – and I mean any of them. Not just the main ones, but incidental characters too, and it's great fun switching around. Get attacked by a nasty and you can become that nasty and get it to sink its teeth into someone else.

To start off, the plot of the game is told by Doc Cortex, who welcomes you to his lab and explains why he's asked you to come. Earth is threatened. A gateway has been created into our universe through a black hole, and the hordes of Demoniak are invading and threatening life as we know it. The only way to stop the invasion is to blast the gateway with the Ultimate Bomb, the components for which are known only to Doc Cortex. You have to help him find them, which involves visiting the planets of Fundamenta and Freezyassov.

As you can see, some of the humour in *Demoniak* is a bit obvious, really. But a lot of it is more subtle than that, and there's more than a hint of the *Hitchhikers* about it. Like the description in Cortex's lab: "if there is any scientific equipment here, it is beyond both your conception and perception". The descriptions also change according to which character you're playing. If you're the red-haired character Flame (a kind of cross between the Human Torch and Kim Basinger) and you decide to examine Johnny Sirius, you get a slavering description of how "he has everything a man should have and plenty to spare besides." (*Oo-er. Ed.*)



Flame gets the EXAMINE treatment...



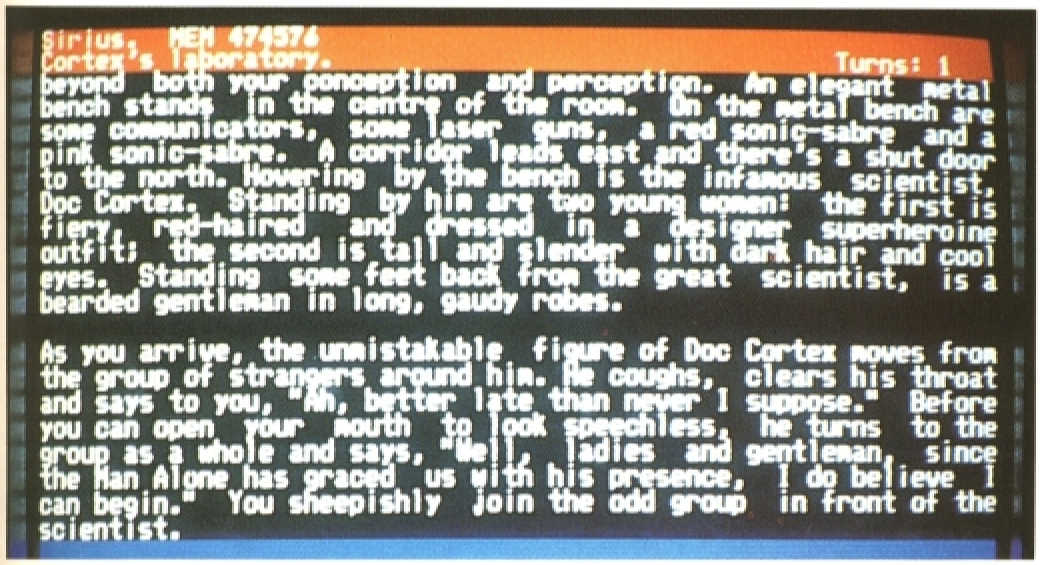
Doc, Johnny, Madlok, Flame and one other character, Sondra, are the main gang, and they set off to their first destination in the human spaceship, Proteus (which you can talk to, if you like!) In fact, this adventure has a better response to speech than any I've ever seen before, but the response to EXAMINE commands isn't so hot.

Sondra's got the ability to mindread, so if you choose to play the game as her you can MINDREAD any of the other characters and the screen splits with Sondra on the left and the actions of the character she's mindreading on the right. The characters don't need to be in the same location, and if they are you can even MINDREAD someone who's atacking you and see the fight from both sides (the game has RPG elements too). In fact the game's got so much that's new in the adventure style that you spend ages exploring these features rather than getting on with the quest. This should make it appeal to those who don't fancy conventional text adventures because they think they're just a series of impossible puzzles.

The emphasis in *Demoniak* is strictly on fun. The manual gives you suggestions of jolly japes to try, like switching on Flames BURN and then trying to BURN ALL, or getting Madlok to CAST ALL SPELLS at once. It's a great text adventure for people who don't really like text adventures... and those that do like them will love it all the more. STOP

WHAT'S WHAT

TITLE	Demoniak
PUBLISHER	Palace Software
PRICE	£29.99
FORMAT	PC/ST/Amiga (1 meg)
RELEASED	Now



GRAPHICS	72	ADDICTIVENESS	83	OVERALL
SOUND	40	EXECUTION	89	84



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Turn to our special EA *Underwraps* on page 36 and you'll realise that there are plenty more great products just round the corner. To herald its arrival and celebrate the company's American roots EA is offering the best dressed prize this side of Selina Scott.

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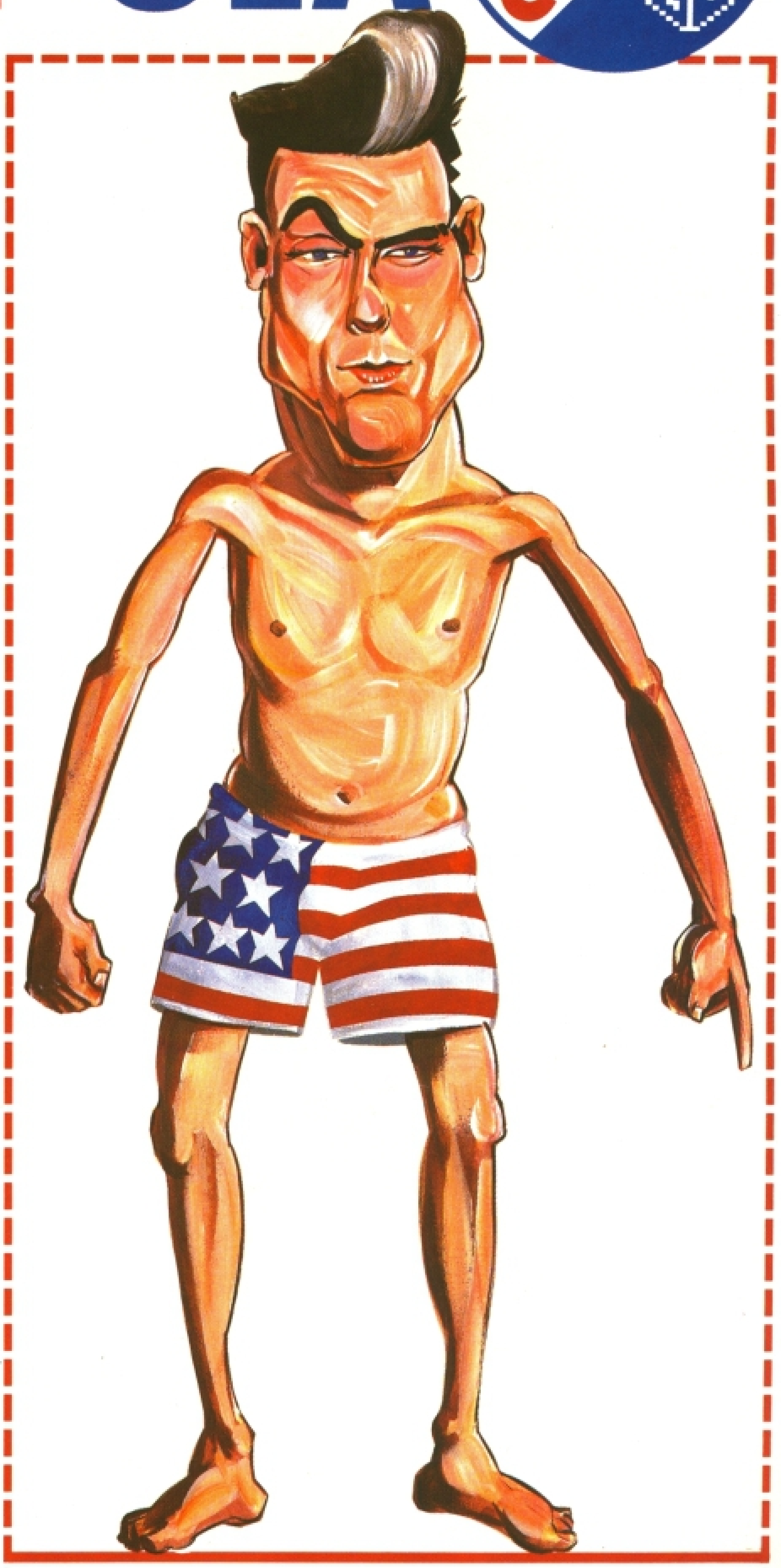
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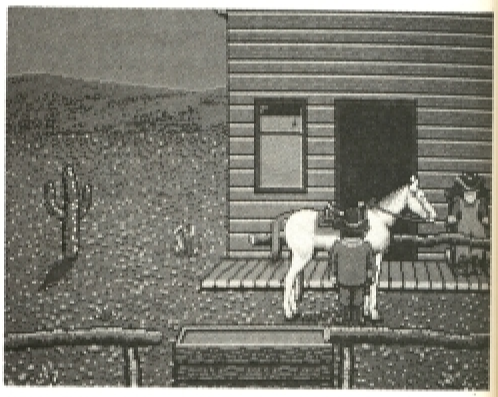
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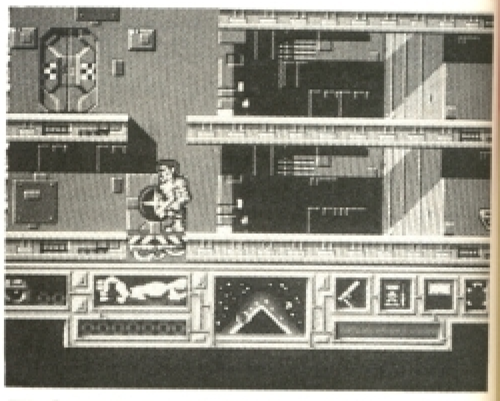
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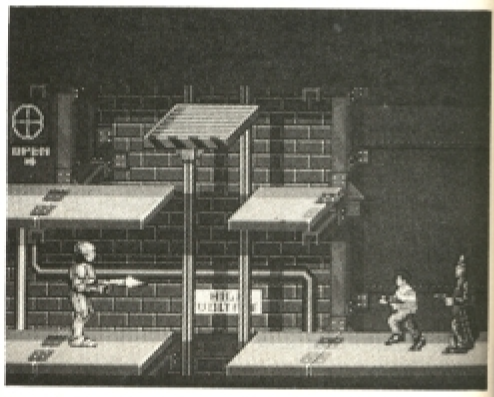
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ZERO

CONSOLE ACTION

INSIDE

World Class Leaderboard, Pacmania and Populous previewed on the Sega Master System

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Plus news, reviews, tips

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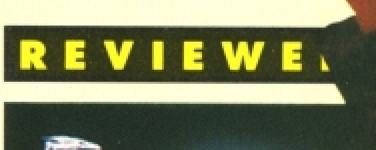
We check out Sega's hot new handheld...



... and the latest releases: *Super Monaco GP, Super Wonderboy, Columns* and *Pengo*

ATARI LYNX
ATARI VCS
NINTENDO ES
NINTENDO GAME BOY
PC ENGINE
SEGA GAME GEAR
SEGA MASTER SYSTEM
SEGA MEGA DRIVE

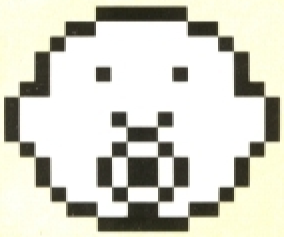
REVIEWE



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A blaster that's guaranteed to Rev up your PC Engine.



BAYOU BILLY
New NES action sizzler.



SEGA'S TOY BOY

This month, the brand spanking new Sega Game Gear hits the shelves at your local purveyors of computer entertainment. We checked it out...



Congratulations Mrs. Sega, it's a handheld! Yes indeed, it's been a busy night at St. Megabytes General Hospital, but after much huffing and puffing, we're pleased to announce that the Master System and Mega Drive now have a wee baby brother, weighing in at a very healthy 570 grammes, measuring up at 103 mm x 210 mm x 38 mm and boasting sleek, smooth, rounded contours that make him a joy to cuddle up to (or, alternatively, get a grip on when you're getting stuck into some serious gaming action).

He's a brainy little chap, to boot – thanks to the 16KB of Video Ram ticking away in his tum, and like all babies, he makes a fine noise – indeed, stick a set of stereo headphones up his bottom, and you'll hear all his utterings in gloriously clear stereophonic sound.

Taking a closer look at his bod, you'll find a glittering 3.2 inch backlit screen with a 480 x 146 dot resolution, capable of displaying 32 colours at a time, from a palette of 4096. You'll also find he's got a full compliment of all the orifices, bumps and dangly bits you'd expect to find on a fine young nipper like him: start and function buttons, a very cute circular directional pad, volume and brightness dials, a power switch, a headphone socket, a jack for a multi-player link-up cable and a power jack into which you can insert an AC adaptor, a re-chargeable battery pack, or a clever little dooberry that enables him to run using the power from a car's cigarette lighter. Of course, he's also perfectly happy to eat batteries – he'll take between 3-5 hours to munch his way through a tasty snack of six AA batts.

If reading all this is making you broody for your own little bundle of joy, then you'll be pleased to hear that the only thing you'll need to have in your trouser pockets is £99. For your cash, you'll get an adorable little Game Gear plus a free game – the various adaptors and cables are sold separately.

All told, the Game Gear really is a lovable little beast, a pleasure to play. As a late comer to the handheld market, its design seems to have benefited from observing both the shortcomings and the assets of its predecessors. It can be held in two hands with the supreme ease and comfort of the Lynx because (unlike the Turbo GT or Gameboy) its length is horizontal, rather than vertical. Yet where the Lynx can feel hard, angular and a little weighty, The Game Gear is a tactile delight, with all the sensuous curvy contours of the Turbo GT, and the same clever general impression of being pleasantly 'chunky' rather than heavy. It's onscreen performance is undoubtedly impressive too, although I've yet to be actually bedazzled or gobsmacked by its graphic capabilities. However, I suspect this can be put down to the games I've seen so far, because you certainly can't fault its visual performance: everything seems sharp, clear and free from any major hassles in the overpowering background or blurry sprite departments, which – lets face it – is what really counts.

So what about software? Sega is no doubt keen to avoid the problems that the Lynx suffered due to the limited amount of games available in its early months, so it's made sure that at least ten games are available immediately, with plenty more to follow shortly.

If you've been planning a new addition to your hardware family, keep this baby in mind.

COLUMNS

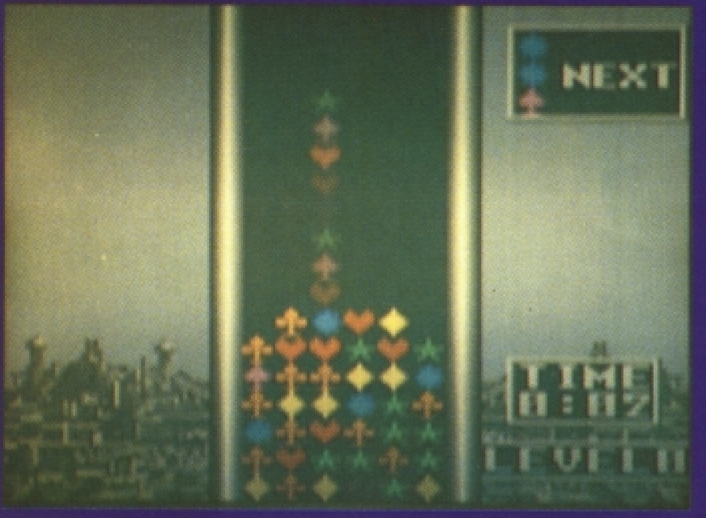
CONSOLE CLASSIC

Sega/Price TBA/Game Gear

Folks who've encountered *Columns* on other formats will know that it's one dangerously addictive game. For those not in the know, it's a *Tetris* type affair: you're faced with an empty screen, which slowly fills up with different coloured jewels. The sparklers fall down (at an ever increasing speed) in formations of three which you can guide into place, and you can also change the order of the colours as they fall. Form a line of matching jewels vertically, horizontally or diagonally, and it'll disappear. Fail to do this, and you'll be faced with an ever growing mountain – and when any jewel touches the top of the screen, it's goodnight Eileen (and time for "just one more go...").



The graphics and noise easily match up to the Mega Drive version, and as far as variation in gameplay goes, it's a winner, with a handful of features not available on the 'Drive version. If you get sick of the sight of jewels, you can play with fruit, dice, blocks or card suits, and in the unlikely event that you get bored of playing the regular game you can try the "flash" game – you start with a ready-built wall of sparklers and it's your task to eliminate the flashing jewel buried at the bottom. There's also a two-player option that'll leave you positively breathless (you'll need a link-up lead and a friend with a Game Gear and a copy of the game) where, á la Tetris, your opponents' wall of jewels gets shunted up one level nearer the top of the screen with every line you zap – a hindrance that he can only reverse by shunting *your* wall of jewels up a notch. *Columns?* It's a real little gem!



Challenge your friends to a jewel in *Columns*. (That's it. You're fired. Ed.)

THE VERDICT 93

SUPER MONACO GP



Sega/Price TBA/Game Gear

There's not exactly a profusion of racing games available for the handheld market, but if there were I suspect *Super Monaco GP* would emerge victorious. With loads of options (including a practice option, tons of tracks to choose from and all sorts of bits with which to soup up your mean machine) it's enough to thrill even the most discerning armchair-racer.

THE VERDICT 88

PENGO



Sega/Price TBA/Game Gear

A fast-moving sort of puzzle/arcade affair that requires a quick mind and mitts to match, *Pengo* is in a similar mould to 8-bit oldster *Penguin Land*. You step into the, erm... flippers of a lovable and gaily coloured, arctic feathered type, and your mission is, as the title screen so succinctly puts it, to "Squash the Sno Bees". The aforementioned Sno' Bees are also out to get you, so perfecting your squashing skills is of the essence. Each progressive round sees craftier, more numerous sno bees, plus other twists to keep challenging your skills, and so holds your interest enough to keep you coming back for more.

THE VERDICT 76

SUPER WONDERBOY

Sega/Price TBA/Game Gear

You are Wonderboy, a wee whipper snapper clad only in a small grass skirt, with a mission to save your green-haired loved one and all manner of hostile terrains and foe standing in your path. But things aren't as grim as they sound – along the way you'll find delicious fruit to keep your energy up, handy weapons, and even a skateboard to speed you along the road to success. Cute, detailed and clear graphics, nice sound and silky-smooth scrolling combine to let the Game Gear version of this popular game stand proudly next to others. *Super Wonderboy* is guaranteed to provide top notch arcade-style action that'll keep you involved for hours – it's a cart that certainly warrants a place in any Game Gear owner's game library.



Wonderboy undergoes basic Boy Scout training...

THE VERDICT 87

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QUICKIES

The latest import gadget from the USA to get (if you've some dosh burning a hole in your pocket and find opening cartridge boxes unbearably tiring) is the Megaplay. Available for the Mega Drive (there's also a similar model for the NES), this cunning contraption slots into your hardware and takes up to ten cartridges at once, enabling you to pick the game of your choice at the stroke of a button.

The game that caused the biggest stir at the Chigago CES a few months back was indisputably *Sonic The Hedgehog* on the Sega Mega Drive. Also to be available on the Master System, it's being heralded as "the ultimate platform game", and boasts a cute hero hedgehog who moves by rolling round and round at breakneck speed. Stunning gameplay, gorgeous graphics, and knock-out sound effects not unlike, says our CES mole, "a Testarossa at full throttle". We can't wait!

Ever wanted to lay a pavement pizza all over your console? Well it shouldn't be too long before you can combine playing and bringing up your dinner to your heart's content, since the special hydraulic moving chairs usually found in arcade units are currently in the final stages of development for home use with the NES or Mega Drive. Hoorah!

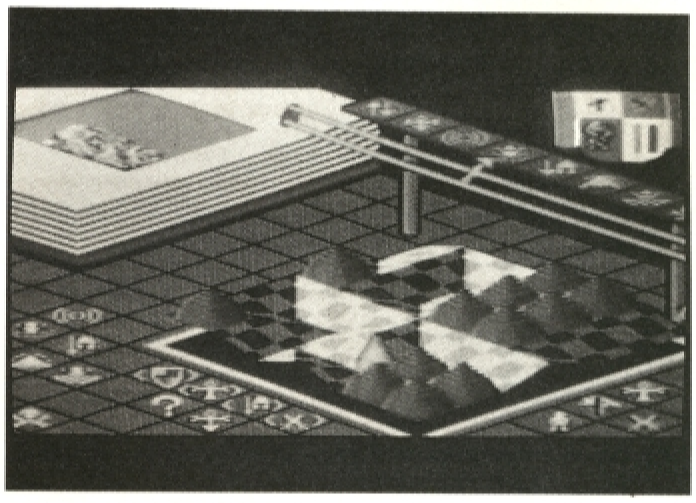
Do you simply adore the lilting tunes and various zaps and beeps that emanate from your Gameboy? Then you'll want to check out your local import emporium for the Gameboy Amplifier. It's a wee unit you shove into the underside of your 'boy that gives you mega-loud, crystal-clear sound in glorious stereo – your family will love you!

Psygnosis has signed up an overseas deal with NEC to convert its best stuff to the PC Engine – *Ballistix* and *Shadow Of The Beast* should be ready later this year. *Shadow Of The Beast* is also due to appear for NEC's CD Rom Drive. Other upcoming CD releases include *Loom, It Came From The Desert, The Last Alert* (blasting action coupled with thrilling story sequences) and *Vallis II* (RPG adventuring with a female hero – makes a nice change).

The Lynx will soon be taking to the skies, thanks to a jolly clever deal set up by Atari and an American company called Flight Video Inc. The latter already run a nifty chain of 20 outlets at major American airports where they rent out personal TV/Video units and movies to passengers on certain internal flights (you rent before boarding and return the booty at the outlet in your destination airport). Now they are offering a Lynx plus two games for a day's rental at $9.99 (that's about a fiver). Let's hope Flight Video Inc. decide to bring its act across the pond, too.

POPULOUS

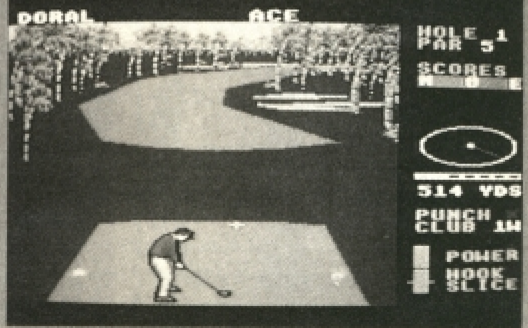
The 16-bit strategy classic, *Populous,* is set to make a splash on 8-bit. Courtesy of Tecmagik, Sega Master System owners can now step into the big guy's sandals and get a taste of life as an omnipotent deity. There are 5000 worlds to conquer on this version which features all the stuff that has always made *Populous* such a stonker, and it's suffered little in the graphics department on its journey to 8-bit. Out soon.



WORLD CLASS LEADERBOARD

Leaderboard was the classic golf game that won acclaim by the bucketload when it hit the computer market five years ago. Other versions followed, the best of which was *World Class Leaderboard* and, thanks to those clever bods at US Gold, Sega Master System owners can grab a piece of the magic later this Summer. It promises to be a stonker, with up to four players able to get down and dirty on a choice of four dastardly courses which feature bunkers, lakes, trees and other nasty elements that conspire to make sinking the ball a challenge and a half.

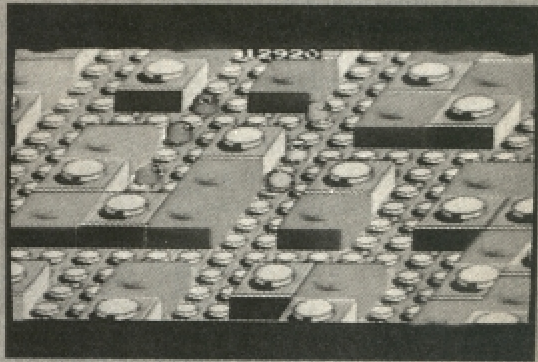
Animation and graphics are top hole (ho ho), and an equally impressive version for the Sega Game Gear is currently receiving finishing touches.



MANIAC MANSION

The Nintendo game currently enjoying enormous popularity stateside is a Jaleco USA conversion of Lucasfilm's 16-bit adventure hit *Maniac Mansion*. It's not only racked up massive sales, but also spawned a cable TV show of the same name and it's hit the headlines too, for being the subject of a censorship fracas. In the original game, it was possible to get two of the game's sleazier characters, Razor and Syd, to put the hamster in the microwave oven, thus causing a somewhat furry and disgusting explosion. Nintendo bosses cut the offending section in the interests of good taste (boo!) but not before 250,000 uncensored copies had been released. The now legendary "exploding hamster" edition of the game has since become something of a collectors item. *Maniac Mansion* should hopefully reach these shores before the end of the year – sadly minus any trace of the combusting rodent, but Atari, Amiga or PC owners with the original can do the dirty deed to their heart's content.

PACMANIA



Pacman is looking pretty healthy for an old timer. In fact, Tecmagik has brought him bang up to date in glorious 3D in *Pacmania* on the Master System, and it's due out any minute now. Aside from the gameplay – unbeatable as ever – there are all sorts of special features, including level select, a continue option, bags of wizard power-ups, two new ghosts with special features, and four exclusive mystery bonus levels. Sounds like an absolute corker to us!

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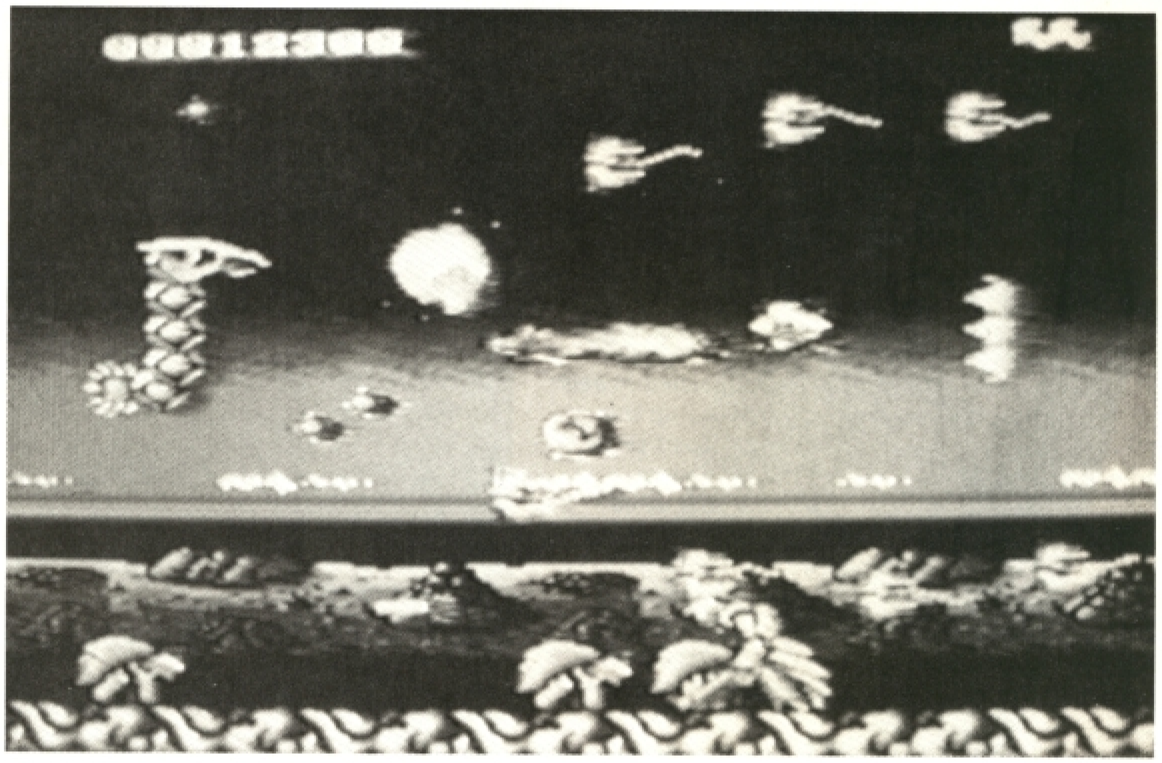
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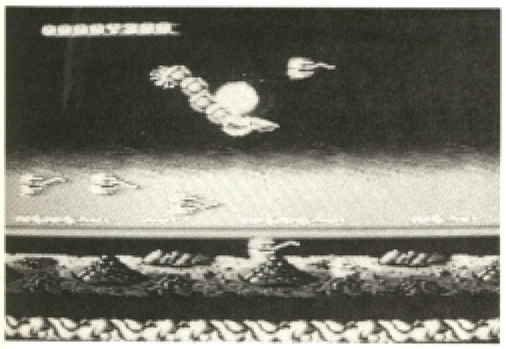
CONSOLE CLASSIC

Saint Dragon has got very little to do with Saints. In fact, there's not a ruddy Saint in sight. So if you were looking forward to a game that involved lots of people smiling serenely whilst being pelted with stones or getting "pressed to death" under heavy objects, you're in for a big disappointment. However, if you're looking for some supreme shoot 'em up action, or you're a veteran arcade-goer who remembers *Saint Dragon* as being one of those games that made you go totally catatonic and stuff coin after coin into its tum like a man possessed (which it was), you've come to the right place.

There are plenty of things about *Saint Dragon* that set it apart from other blasters. For starters, there's the very nature of your sprite. You're a dragon. A very dangerous one. The kind of dragon

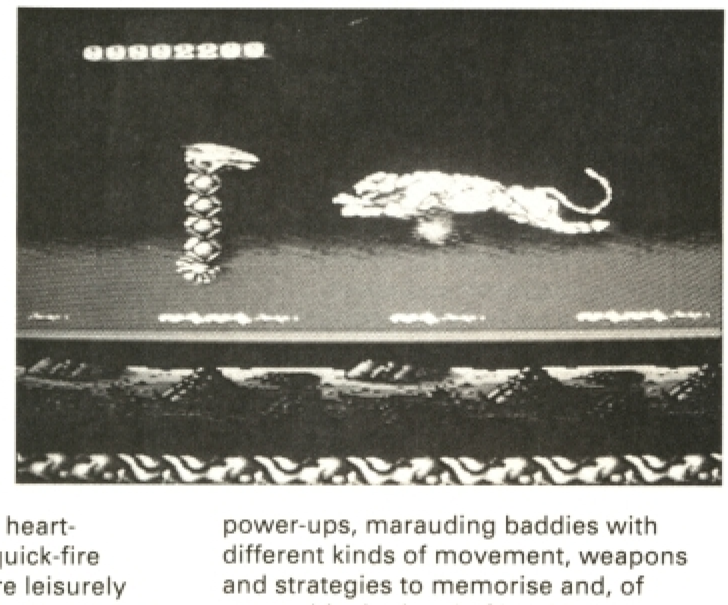


It's all very well being a fire-breathing monster, but time just keeps dragon on...



who wouldn't be caught dead in a mouthwash advert, hanging around with girlies and inexplicably saying "poof" whenever he turns the light out. No way José. In fact, you're a powerful metal beastie who fires lethal rays, bullets and lasers from his mouth, and has a very elegant and equally deadly multi-jointed tail. The fact that you control only your head, with your tail following suit of its own accord in a lovely seductive swish, sets you apart as a fighting machine from the nippy little ships that you find in most shoot 'em ups. Your slightly laid-back way of moving sets the game's pace at quite a few notches below the fast-and-furious mark, but that is most definitely not to say that this is lager and lemonade territory, no sirree. It's just as challenging and almost as heart-pounding as yer average quick-fire blaster, but its slightly more leisurely pace (in terms of speed, that is, not in terms of the quantity or skill level of attacking nasties) gives you the opportunity to give your actions a bit of thought, rather than just mindlessly zapping everything that moves. Your tail not only affects the pace of the game, it also adds another dimension to it, and a spiffing opportunity to exercise your grey matter and your dexterity, to boot. You see, your dangly bit is an extraordinarily useful thing – it's not only invincible to most kinds of bullet and ray, but its touch is either lethal or damaging to most breeds of nasty. So by whipping it into an appropriate position at just the right moment, you can use it both as a handy shield, and as a very effective addition to your regular fire power.

Apart from the general pace and your clever old dangly bit, *Saint Dragon* boasts the usual shoot 'em up fayre:



power-ups, marauding baddies with different kinds of movement, weapons and strategies to memorise and, of course big, bad end of level bosses.

To sum up the basics: gameplay is top notch – difficult enough to be a considerable challenge but not so difficult as to be off-putting. Sound is great, the background tunes suitably frantic, yet innocuous enough as to not get irritating after long playing sessions (a point worth noting, because this is one of those games you could easily play for hours at a stretch, thanks to its addictive nature and unlimited continue options). The graphics are also rather smart, the scrolling super-smooth, and the backgrounds not too cluttered or distracting. In fact, those lucky owners of the very tasty PC Engine handheld will find that it translates well enough to the very wee screen so as not to necessitate a visit to the opticians after a few minutes of gameplay (like some other games seem to).



The only complaint that springs to mind is that some of the bosses are ridiculously time consuming to conquer – not because they're challenging in a clever way, or have niftily hidden Achilles heels, but because they require an inordinately large amount of hits to wipe 'em out, making the end of level sections a slightly duller part of gameplay, which is a pity. Having said that, it would take a lot more than this to spoil *Saint Dragon* – it's a cracker.

THE VERDICT 90

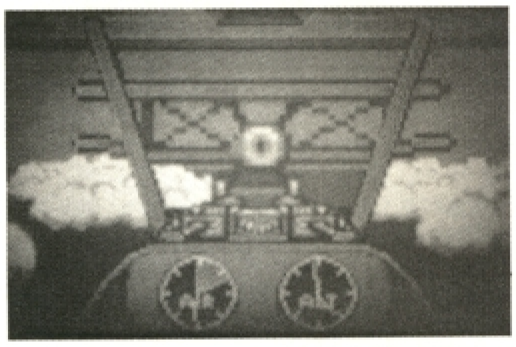
Thanks a million to the lovely lovely Console Concepts of Newcastle Under Lyme who lent us this game. You can find the company in the Village Shopping Centre, or call it on (0782) 712159.

WARBIRDS

Atari/£29.99/Lynx

Also hot off the proverbial presses is *Warbirds* on the Lynx. It's a darned impressive affair that puts you in the hot seat of a WW1 war-plane and up into the clouds to kick the bot of the Red Baron and his cronies. There are six different missions for you to choose, from a one on one dogfight, to the serious brown trouser affair that is The Swarm – you versus five of those enemy blighters. As you succeed in each mission you'll work your way up the ranks towards the coveted position of Ace, and even then the challenge doesn't end: you can test your skills further by working your way through the missions again, this time with the hindrances of your choice, such as limited ammo. If you've got a Lynx-owning pal with a copy of the game, you can also enjoy action-packed airborne scraps against one another. This is a rather fun little cart, with nice sound, and some lovely graphic touches. If this sort of thing isn't your bag, *Warbirds* isn't likely to be the game that changes your mind. But if it is, you certainly won't be disappointed.





THE VERDICT 82

BAYOU BILLY

Konami/£34.99/Nintendo

Tsk. Girlfriends. They're a bit crap really, aren't they? I mean, leave 'em alone for just one blinkin' minute, and the next thing you know they've been carted off by some dodgy fiendish type. And these fiendish types, they never live anywhere sensible. I mean, you can't just call a mini-cab and get dropped off by their front door when you want to pop round for a bit of a chick-saving showdown. No siree Bob. They have to live in some remote abode surrounded by several squillion miles of perilous terrain, peopled by murderous body-guards and man-eating beasts. Bloody typical. You are Bayou Billy, and being the star of an action packed Nintendo adventure, you've fallen foul of these all-too common trails of life.

If you ever want to see your beloved Annabele again, you're going to have to have your wits about you as you make your way through the hazard-filled jungle. You pack a mean punch, and fetch a mean kick, but don't get too cocky just yet – there are swamps, rocks, thickets, crocs and other natural hazards to deal with too. Further into the jungle, there are ambushers fitted up with hardware you wouldn't believe, and even a helicopter to get the better of. Luckily, you've got a belt full of bullets and a gun in your paw, and if you've got an NES zapper gun, you can get totin' for real (if not, you'll have to control an onscreen target with your joypad). Further down the line, you nick a jeep (you scamp!), and spend a couple of stages kickin' up some dust on the dirt tracks, in hot pursuit of the kid-nappers.



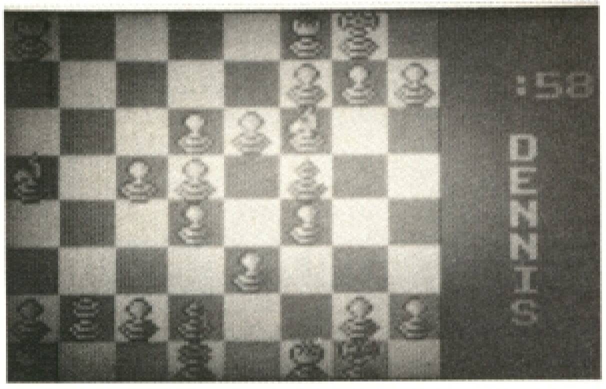
Weeeel, grab your partner by the toe, swing her round and let her go... (*Oh shut up. Ed.*)

There are nine levels in all, each bursting with action, and on top of all the usual skills and tactics to be perfected in a regular action adventure, there are actually three separate control systems to master (fighting, shooting and driving), making this one cart that's guaranteed to keep your interest. Nice one, Billy!



THE VERDICT 87

FIDELITY ULTIMATE CHESS CHALLENGE



Atari/£29.99/Lynx

Three cheers for those clever chaps at Lynx – they're the first folk to feature chess software for a handheld, which, if you think about it, is a pretty nifty move. After all, chess is undoubtedly a game that takes a hefty amount of time to play, and a handheld is just the thing for passing time when you're out and about.

As for this particular programme – well, you can't really fault it. You can take your pick between playing against the computer or against a friend, and there are lots of other options including whether you want to view the board from above or in perspective and whether you want the computer to inform you when you're trying to make an invalid move. You can also choose just how brainy you want your non-human partner to be by changing the length of time you're both allowed to take over a turn (the longer it is, the craftier your opponent will get), so this is a stonking bet for just about everyone from the absolute beginner to the swotty "I'll eat Kasparov for breakfast" type.



THE VERDICT 85

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Operation ThunderBolt	13.9
Operation Harrier*	16.9
Operation Wolf	12.9
Overlander	-
P47	15.9
Paper Boy	12.9
Pipemania	13.9
Pirates	15.9
Player Manager	12.9
Plotting*	13.9
Police Quest	16.9
Police Quest 1,2 Hint BK	6.9
Police Quest 2	16.9
Populas	16.9
Populas Promised Land	7.9
Power Drome	16.9
Power Drift	16.9
Power Monger	16.9
Precious Metal	15.9
Pro Tennis Tour	16.9
Rainbow Islands	13.9
Red Storm Rising	15.9
Resalotion 101	16.9
Rorkes Drift	16.9
Rick Dangerous	15.9
Rick dangerous 2*	16.9
Risk	13.9
Robocop	12.9
Robocop 2	13.9
Rocket Ranger 2	16.9
Rotox	16.9
Run The Gaunlet	12.9
RYF Honda	14.9
S Quest 1,2,3 Hint BK	6.9
Shadow Warriors	13.9
Secret Of Money Land	19.9
Shadow Of the Beast	-
Shadow Of The Beast 2	-
Sherman M4	16.9
Shinobi	12.9
Shot em up Construction Kit	19.9
Silent Service	14.9
Silworm 1V*	13.9
SimCity	19.9
Sim City Terrain	-
Sir Fred	16.9
Sideshow	-
Silkworm	-
Skate or Die*	16.9
Sound Express Stereo Sampl	-
Sleeping Gods Lie	14.9
Sly Spys	13.9
Snow Strike*	16.9
Space Ace	26.9
Space Quest 3	26.9
Space Harrier 3	13.9
Spy Who Loved Me	13.9
Star Trek V	16.9
Star Wars Trilogy	16.9
Star Flight	16.9
Star Flight Hint BK	-
Star Glider 2	14.9
Stos	19.9
Stos Compiler	13.9
Stos Games Galore	16.9
Stos Maestro	16.9
Stos Spirits 600	11.9
Strider	13.9
Stunt Car Racer	15.9
Stun Runner	16.9
Subbuteo	12.9
Super Cars	13.9
Swords of Twilight	16.9
Swords Of TwilightHint Book	5.9
Teenage Mutant Turtles	-
Test Drive 2	-
T't Drive 2 Calif. Chal	-
Test Drive 2 Muscle Cars	-
Test Drive 2 SuperCars	-
The Jetsons	-
The Plague	16.9
Thunderstrike	13.9
The Cycles	-
Theme Park Mystery	16.9
The Kristal	19.9
Time	19.9
Toobin	13.9
Total Eclipse	13.9
Total Recall*	-
Tower Of Babel	16.9
Track Suit Manager	12.9
Trained Assassin	-
Triad Vol 3	19.9
Turbo Outrun	13.9
Turrican	-
TV Sports Baseball*	-
TV Sports Basketball	-
TV Sports Football	16.9
Typhoon Thompson	-
Twin World	16.9
UMS	14.9
UMS 2	15.9
UMS Scenario 1	8.9
UMS Scenerio 2	8.9
Unreal	16.9
Untouchables	13.9
Verminator	15.9
Vortex	-
Warhead	16.9
Walker*	16.9
Waterloo	16.9
Wayne Gretzy Hockey	14.9
Weired Dreams	15.9
Wild Streets	16.9
Wings	-
Wings of Fury	13.9
World Cup Soccer 90	16.9
Xenomorph	16.9
Xenon 2 Megablast	16.9
Zak Mckranken	16.9
Zombi	16.9

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Once in a lifetime there appears a small booklet so invaluable, so moving, so downright dastardly, so... cheaty, that the only thing to do is, well, do it again.

Sooooo... The plot's the same, the idea's the same, the cheats are the same. *(No they're not – they're completely new! Ed.)*

But this time it's bigger and better. It's full to the brim with more thrills, spills and cheats than you can shake a stick at. It's choc-full of action, it's all-singing and all-dancing! Why, there's even a car chase followed by explosions, death and carnage! This is family entertainment! So, hot on the heels of *The Cheater's Digest* (ready when you are Mr. De Mille), we proudly present loads of ST, Amiga, PC and Console cheats in...

THE RETURN OF

CHEATER'S DIGEST

THE NIGHTMARE CONTINUES...

THRILL!

To the **Hi-Score cheats.** Your skill and daring has got you this far, now make the most of it! Tap something esoteric into the Hi-Score Table and use the unfair advantage to hit that No.1 slot. You know exactly what we're talking about – cheat!

GASP!

At the mind-numbing, eye-gouging meaninglessness of the words used in **Code Word Cheats.** Type them in while playing and indulge in duplicitous chicanery to thrash all your friends at their own games. In plain language – cheat!

WIGGLE!

As you try to successfully deploy a **Keypress Cheat**. A combination of simultaneous joystick-twanging, keyboard-prods and using all three hands should result in a circumvention of the normal game limitations. In other words – you'll be cheating.

MOAN!

If your cheat fails to have any effect on the progress of your game. But don't despair, try again with a few variations in your technique. Add and subtract spaces, type the code in at different points in your cheating sequence or try reloading the game.

Remember – look out for the next instalment, *The Cheater's Digest Three: The Final Conflict* followed by *The Cheater's Digest Four: The Final Final Conflict* – coming soon to a newsagent near you!

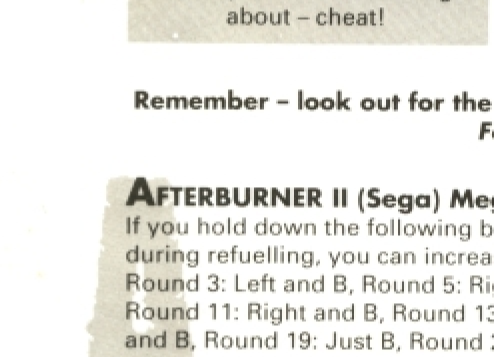
AFTERBURNER II (Sega) Mega Drive
If you hold down the following buttons in the following rounds during refuelling, you can increase your stash of missiles to 100! Round 3: Left and B, Round 5: Right and B, Round 9: Just B, Round 11: Right and B, Round 13: Left and B, Round 16: Right and B, Round 19: Just B, Round 21: Right and B.

AFTER THE WAR (Dinamic) ST/Amiga
During the first stage, press ALT+B+1 for infinite energy and time or ALT+M+1 to jump to the second stage.

ALTERED BEAST (Sega) Master System
To start with six lives instead of three, push the directional pad diagonally up and left and press button 1 repeatedly when the Master System logo appears on-screen.

AMC (Dinamic) ST/Amiga
A few access codes: NOSTROMO, DISCOVERY, ENTERPRISE, DAGOBAH, REPLICANT, KRULL, METROPOLIS.

ARMY MOVES (Dinamic) ST/Amiga
The code for part two is 101069. In the first part hold down ALT+1+D for immunity, and for the same effect in the second part, hold down ALT+1+J.



Phew! What an *Awesome* tip!

ARNOLD PALMER'S GOLF (Sega) Mega Drive
For a secret surprise, start a new game and take 100 strokes on any hole without putting the ball away (shouldn't be too difficult for some). When you see 'Game Over', press Up, Up, Down, Down, Left, Right, Left, Right and Button A... You'll find yourself in Fantasy Zone!

ATOMIC ROBOKID (Activision) ST/Amiga
On the title screen type 'TUESDAY 14th' for a cheat menu.



ATOMIX (Rainbow Arts) ST/Amiga
Hit HELP to enter password mode and enter 'TIME' for a frozen stop watch.

AWESOME (Psygnosis) ST/Amiga
At the energy swap screen, move the pointer over to where you get your shield. Now hold down '+' on numeric keypad and press fire. The screen should flash and now during play F1-F10 will give you all the different weapons, F1 will disable enemies, and F6 will restore energy.

BAAL (Psyclapse) ST/Amiga
Type in 'LOVEBUNDLE' as your name in the hi-score chart to use the game's in-built trainer mode.

BACK TO THE FUTURE II (Mirrorsoft) ST/Amiga
Pause the game and type 'THE ONLY NEAT THING TO DO' (with spaces) and you should have infinite lives while Z will skip a level.

BARBARIAN (Psygnosis) ST/Amiga
Press '0', then '4', then the left hand minus sign. Then press '0' and '8' and the minus sign again. Now press '5' and '9' to become invincible.

BATMAN (Nintendo) Gameboy
If you want to access the secret 'Sound Test' mode and hear all the noises that appear in the game (well, you might be bored or something?) Hold down Up/Right on the joypad and press Start. When the words 'Sound Test' appear, you can hear different noises by pressing Up and Down on the pad.

BATTLE SQUADRON (Electronic Zoo) Amiga
Type in 'CASTOR' while playing and the border will flash. Now you'll be immune to energy loss while F6-F10 will cycle through the weapons and F1-F5 will cycle through the power settings.

BOMBUZAL (Imageworks) ST/Amiga
Some level codes: ROSS, TREE, RATT, LISA, SINK, DAVE, BIKE, IRON, BIRD, LEAD, TAPE, WEED, VASE, RING, PILL, GIRL, SPOT, GOLD, PALM, OPAL, LOCK, SONG, SAFE, FIRE, WORM, LAMP.

BSS-JANE SEYMOUR (Gremlin) ST/Amiga
Level codes: SLUMBER, INTEREST, BULKHEAD, SHOWROOM, MUSHBASH.

CABAL (Ocean) ST/Amiga
Type SCHLIKA during play. The border will flash and now F2 finishes the level.

CASINO GAMES (Sega) Master System
For unlimited greenbacks, key in: MR SEGA 8314853112

CASTLEVANIA (Nintendo) Gameboy
To bag yourself an extra life, ignore the first torch you find, but give every other torch in level one a hefty whack – one of 'em will be hiding a 1-up.

CATTRAP (Nintendo) Gameboy
To skip levels, press Start, Select, A and B simultaneously, six or seven times at the beginning of each level.



CONTINENTAL CIRCUS (Virgin) ST/Amiga
When the first red light comes on at the starting line push the joystick forward, then back for the next red light, then forward again on green for a good start.

CRACKDOWN (US Gold) ST/Amiga
During play, pause the game and enter 'SMURF'. Pressing F1 and F2 will now reimburse both players' lives.

CYBERBALL (Sega) Mega Drive
To get directly to the final superbowl match, key in 65BB BXII BFEX.

CYBERNOID II (Hewson) ST/Amiga
Type 'NECRONOMIOCON' on the title screen for infinite lives.

DEADHEAT SCRAMBLE (Nintendo) Gameboy
To select the level of your choice, wait for the title screen to appear, then press Button B eight times, Button A eight times and Button B as many times as the number of levels you want to skip.

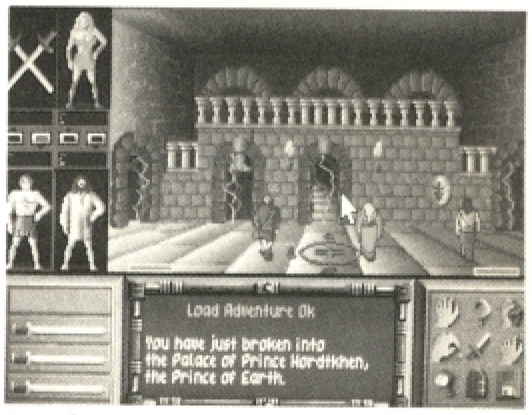
DEFENDER II (Arc) ST/Amiga
Type 'GOATY' to make yourself invincible. Try these level codes: LEMAC, ZIPPO, LAZER, DAFAD, MAMOG, FUNKY and DONKY.

DEVIL'S CRUSH PC Engine
Ever wished you had unlimited balls? No probs, when you key in: AAAAAAHAAA.

DOUBLE DRAGON (Nintendo) Nintendo
To start the game with eight lives, select two-player game B, and, when the game starts, give your defenceless fellow player a bashing – when his energy bank is empty, you'll be awarded the life he lost! Repeat this until you've got all four of his lives and you're ready to kick some bad-dude ass!



Screech! Red light spells speed in *Continental Circus.*



Gasp! Get more *Drakkhen* hit points...

DRAGON BREED (Activision) ST/Amiga
At the end of a level, while the next one is loading, hold down the left mouse button, DELETE and HELP together. When the screen flashes you can skip levels by whacking one of the keys on your keyboard.

DRAGONSCAPE (Wicked) Amiga
While playing, hold down ALT+DOWN, the cursor will advance you a level.

DRAGON'S LAIR II (Empire) ST/Amiga
On the credit screen, press Return and then type 'GET MORDROC DIRK' (with spaces).

DRAGON SPIRIT PC Engine
If you should, for some obscure reason, wish to obtain a different sized screen, press Select and Run 57 times.

DRAKKHEN (Infogrames) Amiga
Load the character disk, select a gender, for the name type '31415927'. Press ENTER then type in 'SUPERVISOR' then enter again. Now during play, F9 pauses and replenishes hit points while F9 shows you something (oo-er).

DRIVIN' FORCE (Digital Magic) Amiga
On the menu click on the two 'I's of 'DRIVIN'. Start the game and your vehicle will be stuck to the track like glue.

DUNGEON EXPLORER PC Engine
To control all five players, hold down the select button before switching on the power and keep holding while you switch on. Press Run (still holding Select) and keep pressing it. All sorts of Japanese text will appear. After you've had five different screens of text, release Select.

DYNAMITE DUX (Activision) ST/Amiga
Type 'CHEAT' on the title screen to receive infinite lives. Press F1 to F6 to skip levels and type NUDE to play the boxing sub-game.

DYNASTY WARS (US Gold) ST/Amiga
On the title screen type 'CHEAT MODE'. Now when playing press F2 to skip a level.

DYTER-07 (Reline) ST/Amiga
While the game is loading type in 'GIBB'. Now, during play, press 'W' to receive extra weapons or 'S' to top up your shield.

ELIMINATOR (Hewson) ST/Amiga
Some level codes: AMOEBA, BLOOOP, CHEEKI, DOINOK, ENIGMA, FLIPME, GEEGEE, HANDEL, ICICLE, HAMMIN, KIKONG, LAPDOG (this one gives you infinite lives) and MIKADO.

E-MOTION (US Gold) ST/Amiga
Type in the name of the game on the title screen. Now F1 advances a level, F2 moves on 10 levels, F3 goes back a level, and F4 goes back 10 levels.

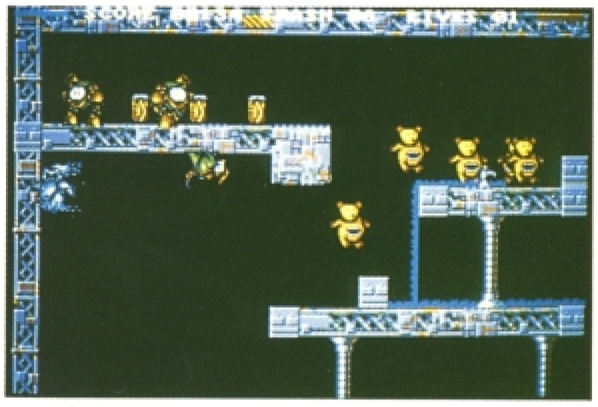
ENCHANTED LAND (Thalion) ST/Amiga
Type 'TCB RULES FOREVER' on the intro screen and the screen will flash. Pressing F3 will allow you to enter an edit. Pressing F2 followed by a space will take you to the end of level guardian. Thanks to Rajeev Doshi for that.

E-SWAT (US Gold) ST/Amiga
Pause during the game and type in 'JUSTIFIED ANCIENTS OF MU MU' (try it with and without spaces). The border will flash and you'll be endowed with 99 lives.

F-19 STEALTH FIGHTER (Microprose) ST/Amiga
Press ALT-H to get the pitch lines on your HUD, fly upside down, turn off your engines, keep your plane at about 10 degrees on your HUD and watch that baby climb!

F-29 RETALIATOR (Ocean) ST/Amiga
1) Type in 'THE DIDY MEN' as your name on the duty roster. Now 'ENTER' will land the plane for you. 2) When you get killed on a mission, instead of restarting the game wait until the 'Service Terminated' screen appears and reset your computer. Reload the game and your pilot should be intact. 3) Set up your mission as normal but do not enter the weapons selection screen. Now when you start your mission you will have unlimited Thunderbolt missiles. Fire away!

FAST LANE (Action 16) ST
During qualification pause the game with F1 and then unpause it with the spacebar. The qualifying time is now frozen allowing you to go as slowly as you want while remaining in pole position.


Gurgle! A *Flood* of level codes...

FIGHTER BOMBER (Activision) ST/ Amiga
On the ST or Amiga type in your pilot's name as 'BUCKAROO'. You can now advance to any mission you like. Hit 'D' at any time during the flight to be whisked to your next target. On PC simply type 'SO WHAT IF I DO?' on the pilot screen. Now you can zoom around the the game map using nothing but the Z key.

FLOOD (Electronic Arts) ST
Level codes: FROG, YEAR, QUIF, LONG, WORD, FRED, WINE, GRIP, TRAP, THUD, FRAK, VINE, JUMP, NILL, FOUR, GRIT, ZING, JING, LIDO, POOL, HATE, REED, LIME, QUID, and WING. If you can't be bothered with all that malarkey, type in the password 'SOAP' and select any level to play on.

FORGOTTEN WORLDS (Sega) Mega Drive
Type ARC on the title page then hit HELP key to start blasting. Pressing S now takes you to the shop and L moves you to the next level. The two-player mode is the tops on this game. Make it even more enjoyable by trying the following trick: agree to let just one player collect all the dosh as you go, so he can buy all the very hottest stuff in the shop. At the end of the level, let the poor old doshless, weaponless player buy the farm – he'll be resurrected in the next level with the same equipment as his fellow player! On the PC version, type 'WREN' for cheaty invulnerability.

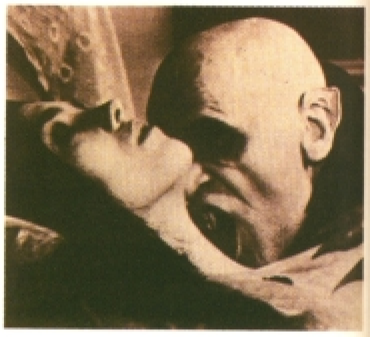


GAME OVER 2 (Dinamic) ST/Amiga
The access code for level two is 11423. On the PC it's 11334.

GAUNTLET (Lynx) ST/Amiga
To select any level, choose your player then press start. When you appear on level one, don't budge even a millimetre. Instead, press Option 1.

GHOST BUSTERS (Sega) Master System
To start the game with oodles of dosh, enter your initials as 'AA', then key in account number 1173468723 and get busting.

GHOSTBUSTERS II (Activision) ST/Amiga
When the word 'Activision' appears on the screen press CTRL+ALT+S+U for a variety of effects.



GHOULS 'N' GHOSTS (Sega) Mega Drive
On the title screen, push the joypad up, down, left and right – if you've done it correctly, you should hear a kind of 'Pling!' noise. Now you can pick the starting level of your choice using the following combinations:
Level 2: Start and Up. Level 3: Start and Down. Level 4: Start and Left. Level 5: Start and Right. Loki: Down, Right and Start.

GHOSTS & GOBLINS (Elite) ST/Amiga
When the credit screen appears, type 'DELBOY'. The words 'CHEAT MODE ACTIVATED' will appear on the screen and you will be invincible.

GOLDEN AXE (Sega) Master System
To bag an extra credit, press 1, 2 and Up when 'Game Over' appears.

GOLDEN AXE (Sega) Mega Drive
To bag yourself nine continues (that's 30 – count 'em 30 – lives), select one player game and arcade mode, then hold down the bottom left diagonal on the direction pad and press A and C at the same time. Now let go of everything, press start and hey presto.

GREMLINS 2 (Elite) Amiga
Type 'SINATRA' on the high score chart.

HAMMERFIST (Activision) ST/Amiga
Get a hi-score and type in 'TAEHC OT TNAW I' (with spaces). Now F7 will teleport you to the next level of play.

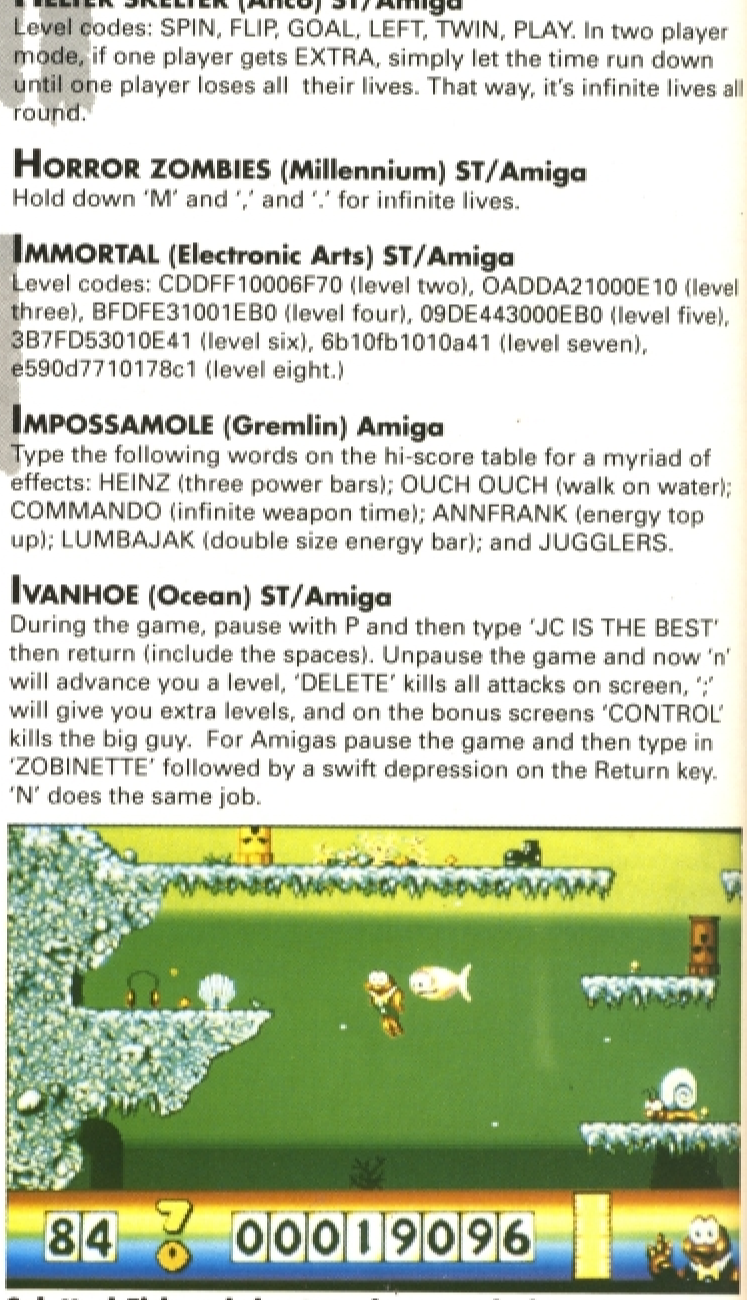
HELTER SKELTER (Anco) ST/Amiga
Level codes: SPIN, FLIP, GOAL, LEFT, TWIN, PLAY. In two player mode, if one player gets EXTRA, simply let the time run down until one player loses all their lives. That way, it's infinite lives all round.

HORROR ZOMBIES (Millennium) ST/Amiga
Hold down 'M' and ',' and '.' for infinite lives.

IMMORTAL (Electronic Arts) ST/Amiga
Level codes: CDDFF10006F70 (level two), OADDA21000E10 (level three), BFDFE31001EB0 (level four), 09DE443000EB0 (level five), 3B7FD53010E41 (level six), 6b10fb1010a41 (level seven), e590d7710178c1 (level eight.)

IMPOSSAMOLE (Gremlin) Amiga
Type the following words on the hi-score table for a myriad of effects: HEINZ (three power bars); OUCH OUCH (walk on water); COMMANDO (infinite weapon time); ANNFRANK (energy top up); LUMBAJAK (double size energy bar); and JUGGLERS.

IVANHOE (Ocean) ST/Amiga
During the game, pause with P and then type 'JC IS THE BEST' then return (include the spaces). Unpause the game and now 'n' will advance you a level, 'DELETE' kills all attacks on screen, ';' will give you extra levels, and on the bonus screens 'CONTROL' kills the big guy. For Amigas pause the game and then type in 'ZOBINETTE' followed by a swift depression on the Return key. 'N' does the same job.



Splutter! Fish and cheats make a meal of *James Pond*.



Ahhhh! Look at those furry little *Lemmings* fun codes...

JAMES POND (Millennium) ST/Amiga
Having trouble with everyone's favourite fishy friend? On the Amiga, type in 'JUNKYARD' and press Return – on the ST type 'MR2' and press Return. Now (on both versions) you can toggle the cheat mode on and off by pressing Return, and you can make the inter level locks disappear by pressing D.

JOHN MADDEN'S FOOTBALL (Electronic Arts) Mega Drive
Here's some handy codes:
Second round: 0424000
Semi Finals: 0133200
Final: 0533206

JUMPING JACKSON (Infogrames) ST
Codes to try when you're toiling away with this one: KAYLEIGH, ALCHEMY, OCTOBERON, TANGRAM, INCUBUS, SIRIUS. On the Amiga, try ROCKNROLL, NOISES and ELVIS.



KICK OFF 2 (Anco) ST/Amiga
Keep pressing r when you take a penalty. This will show you where the player's going to kick the ball.

KID GLOVES (Logotron) Amiga
Pause the game and type in 'RHIANNON' then F6 will take you back to the shop, F8 will give you loads of money, and F9 toggles immunity.

KLAX (Domark) Amiga
Hold down Shift and Space together and press 1 - 4 for fun and games which include inexhaustible credits and the means to go straight to level 100. To play the last screen hold down CTRL+4 during the game.

LEGENDARY AXE PC Engine
After you've used up all your continues, hold down button 1 and Select – each time you push left, you'll get an extra continue.

LEISURE SUIT LARRY 3 (Sierra) PC
When you are asked your age, enter 'over 25'. When the next five questions appear to verify your answer, press CTRL-ALT-X and you can choose the Filth Level you want to play on.

LEMMINGS (Psygnosis) ST/Amiga
On the title screen type 'FQUIGGLY' to activate the cheat modes, or alternatively, try the following fun codes: IJJLDNCCN, NJLDLCADCY, JNLHCIOECY, DLBIKNLGCT, HBANLLDHCJ, BIONNLHICP, BEJHMDHJCY, MJJOLLBKCR, NHMDHBALCK, HMDHBINMCT, MDHBAJLNCM, DHBIJLMOCV, HBANLMDPCS, BINLMDHQCL, BAJHLFHBDO, KJJNNLBCDJ, NJNNHCADDR, HLFLCINEDS, LFLCAJLFDL, FLCIJLLGDU, LCGNLLFHOX, CINLNNHIDQ, CCKJMFHJDN, MKHMNHCKDO, NJMFLCALDU, HONHCKNMDT, MNHCEKNNDP, NHCMKNOODK.

LIGHT CORRIDOR (Infogrames) ST/Amiga
Level codes for this batty (and bally) French title are: 0000, 5400, 0101, 3901, 2602, 9902, 4303, 9003, 6904, 3305.

LIFE FORCE (Nintendo) Nintendo
Blast away the second wall just before the big brain at the end of level one for an extra life.

LOTUS ESPRIT (Gremlin) ST/Amiga
On the Amiga enter player one's name as 'FIELDS OF FIRE' (with spaces) and player two's monicker as 'IN A BIG COUNTRY'. Same routine for the ST version but substitute 'ANGEL DARK' and 'HARVEST HOME'. Or for a fab 'novelty' effect, type in player one's name as 'MONSTER' and t'other as 'SEVENTEEN'. This will take you to a completely different game - a vertically scrolling shoot'em up! Thanks to **Darren Hickey** for that one.

MANIC MINER 2 (Software) Amiga
Pause the game with the Space Bar, press the asterisk key and then unpause, you now have nine extra lives.

MEGAMAN 2 (Nintendo) Nintendo
Having trouble popping the clogs of Dr. Wily's dastardly creations? To skip straight to Doc. Wily's inner sanctum, with a full arsenal of weapons, powers and special items, select 'password' on the options screen and key in this passcode: A1, B2, B4, C1, C5, D1, D3, E3, E5.

MIDNIGHT RESISTANCE (Ocean) ST/Amiga
On the title screen, pause and type 'ITSEASYWHENYOUKNOWHOW' on the Amiga. For the ST it's the shorter, but incomprehensible 'SAMANTHA LYON'.

MIDWINTER (Rainbird) ST
During the game, press S to switch from skiing to sniping then go to maximum zoom. You should be invulnerable.

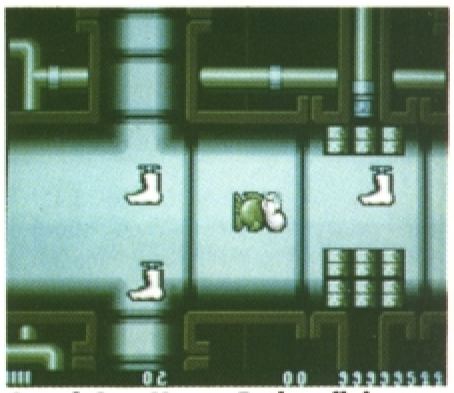
MONTY PYTHON (Virgin) ST/Amiga
Type SEMPRINI as your name in the high score table and you will be able to choose to start on the level you died on, or any level preceding it.

MOTOROADER PC Engine
To make all the other cars slide and award yourself $50,000 into the bargain, hold down select and press left or right on the options screen.

NAVY MOVES (Dinamic) ST/Amiga
The code for part two is 786169.

NEMESIS (Nintendo) Gameboy
To get all the weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A.

NEVER MIND (Psygnosis) ST/Amiga
Passwords for the levels: MMMRHM, AMMRHA, HMMRHH, VMMRHV, PMMRHP, GMMRHG, IMMRHI, RMMRHR, MAMRHW, AAMRHN, HAMRHZ, VAMRHT, HHMWHH, GAMRHQ, IAMRHB, RAMRHF, MHMWHM, AHMWHA, HHMWHJ, VHMWHV, PHMWHP, GHMWHG, IHMWHI, RHMWHR, MVMWHW, AVMWHN. These start at 0 and end at 25.



Gasp! Get *Monty Python* flying.

NINJA SPIRIT (Activision) Amiga
For complete invulnerability press F9 to pause. Then hit Capslock and hold down Control and Shift. The game should now reset and you will be blessed with invulnerability.

NITRO (Psygnosis) ST/Amiga
Type your name in as 'MAJ' to get 5,000 fuel and 50 credits.

OOPS UP (The Software Business) ST/Amiga
Some level codes: DK51, Q058, D04G, WAQD, DK49, XPE4, FE50, 10F4, DK39, 467H, VE96, S04L, PW04, MC90, TRP2, FUKO, JU68, R2T7, EB01, ER7E, A234, C5J0, 4799.

OPERATION THUNDERBOLT (Ocean) ST/Amiga
Hit the following keys in sequence to have the laser sight throughout the game: F8, F7, F6, F5, F4, F3, F8, F1, F1, F1 (one player game); and F8, F7, F6, F5, F4, F3, F8, F2, F2, F2 (two player

games). Alternatively, type 'WIGAN NINJA' as your name in the hi-score chart.

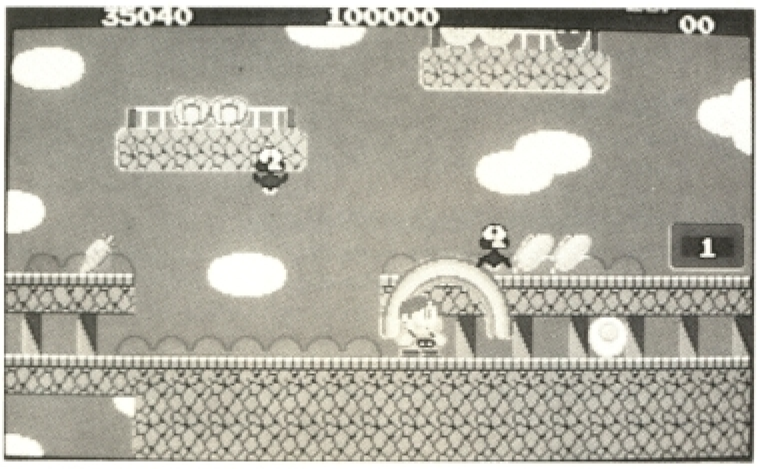
OPUS (Nintendo) Gameboy
To select any level, enter 'ZEAL' as the password.

PIPEDREAM (Nintendo) Gameboy
Are you a bit crap? Then take a longed-for look at some later levels with these passwords: Level 17: SEED, Level 21: GROW, Level 25: TALL, Level 29: YALI

PIPEMANIA (Empire) ST/Amiga/PC.
Level codes: BALL, BLOB, WILD, DOCK, GRIP, TICK and OOZE. Plus a secret bonus of 50,000 if you fill the screen with your pipes. PC codes are as follows; HAHA, GRIN, REAP, SEED, GROW, TALL, YALI.

POWER DRIFT PC Engine
After failing to make any of the top three positions, and returning to the title screen, press Run, Fire and Button 1 – you'll be back on the level you just failed.

POWER STRIKE (Sega) Master System
On the title screen, push Down, Right, Down, Down, Left, Right, Up, Right and Button 1 twice to start the game with ten lives.



Ooooh! Make *Rainbow Islands* even more colourful.

PROBOBTECTOR (Nintendo) Nintendo
To start the game with 30 lives, press Up, Up, Down, Down, Left, Right, Left, Right, B and A.

PUNCH OUT (Nintendo) Nintendo
To discover a secret ring, type in 135 792 468 and leave the last digit at 0. Now hold down Select, A and B simultaneously.

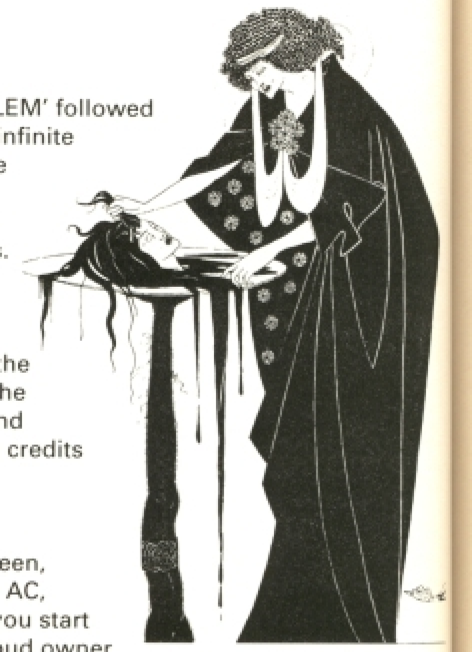
RAD RACER (Nintendo) Nintendo
To skip stages, select a car, press B once for each stage you want to miss, then hold down Up and Right while pressing Start.

RAINBOW ISLANDS (Ocean) ST/Amiga
Type in the following codes on the title screen for the following effects: BLRBJSBJ – fast feet; RJSBJSBR – double rainbow; SSSLLRRS – fast rainbows; BJBJBJRS – first hint; LJKSKBLS – second hint; LBSJRWL – continue all rounds; SJBLRJSR – slows meanies down. For infinite lives, choose three credits, hold down 'QWERTY' keys and press your joystick button. When the game loads you ought to have infinite lives!

RASTAN (Sega) Master System
For unlimited continues, turn on the power and quickly hold down both buttons. If you've done it right, the title screen should be silver, and you can continue as normal.

ROBOCOP (Nintendo)
When you've used all your continues, hold down A, B, Select and Start to return to the main title screen, where you can select Continue and start again where you left off, with infinite credits! Plus! Pause the game with Return, hold down Shift and type 'ALEX MURPHY'. Press fire on the joystick, now every time you use your left mouse button your power will be replenished in full.

ROBOCOP 2 (Ocean) ST/Amiga
When the intro music begins to play, type "SERIALINTERFACE". A screen should appear telling you about the cheat. Try this one as well: once loaded, press F3 to access the hi-score table and then type in 'BAMBOOZULEM' followed by Help. You should have infinite energy. When you're in the shooting gallery don't move the joystick and you will have shot 1186 targets.



R-TYPE PC Engine
If you've got a pad with a turbo switch, turn it up to the max on Button 1, turn on the game, hold down Select and Button 1, and watch as the credits rise all the way to 21!

R-TYPE II PC Engine
On the password entry screen, input DIL-1134, then either AC, EG, IK, MO or OK – when you start the game, you'll be the proud owner of a stunning array of weapons.

SATAN (Dinamic) ST/Amiga
Hold down ALT + 1 + D during game one and you receive infinite lives. Do the same to ALT + 1 + M during game two for infinite lives and credits.

SHADOW DANCER (Sega) Mega Drive
To kill all the baddies in the bonus rounds and get the maximum bonus of 3 extra lives, keep Shinobi firmly wedged to the far left of the screen as he falls, shooting continuously.

SHADOW OF THE BEAST II (Psygnosis) ST/Amiga
Walk right from the starting position until you encounter the first pygmy. Ask him about 'TEN PINTS' and immunity will be activated. On the Atari, hold down the left Shift key along with Enter and 0 on the numeric bit, release them and press F5. Lo and behold, your energy has gone up to 30 units. Score 1,000 points on the shandy-ometer.

SHADOW WARRIORS (Ocean) Amiga
While the intro sequence is running use all three hands and hold down the following; (, Cntrl, J, Esc, 5, F2, Right Alt, V, Enter (not Return) and Help. Your purple flashing border will tell you that you are now in cheat mode. 1 and 2 give both players extra energy, Help skips levels and Q makes you invincible.

SIM CITY (Infogrames) ST/Amiga
Put Capslock on and type 'FUND' to gain $10,000.

SKIDZ (Gremlin) ST
While playing the game hold down the Alt key and tap the C for infinite energy and M to skip levels.

SLIPHEED (Sierra) PC
F9 to go to level two, F10 to level four.

SLY SPY (Ocean) ST/Amiga
Enter the code number as 0-0-7 and then during the game type 'SHAKEN NOT STIRRED' for infinite credits.

SPACE HARRIER II (Sega) Megadrive
At the start of the game, press A, B and C simultaneously, then move the joypad left or right to pick the level of your choice. Pick a level, any level...


Aieeee! Get invincible with *Shadow Of The Beast.*



Whooah! Tweak Torvak for a tricky teleport.

SPECIAL CRIMINAL INVESTIGATION (Ocean) ST
When the game starts, type in 'INAGARDENIN' (one word no spaces). Then when you press T you'll get your time set back to normal, and when you press N you can skip a level.

THE SPY WHO LOVED ME (Domark) ST/Amiga
Type 'MISS MONNEYPENNY' on the title screen for infinite lives.

ST DRAGON (Storm) ST/Amiga
Hold down left mouse button and fire button until the game loads for infinite lives. Alternatively, during play, press Capslock and type 'DECAFFINATED' and then return for the very same infy lives.

STRIDER (Sega) Mega Drive
While the dodgy-looking geezer is chuckling away at the beginning of the game, press the joypad Down, then hit the buttons in this order: A, C, B, C, A – you'll not only be able to start where you died, but you'll also have full energy.

SUPER MONACO GP (Sega) Mega Drive
Join Maddona's team (no, not *that* Madonna) by keying in 0QG3 NBCG E100 0000 080H 00HC 2435 E689 7ABD FG90 0000 0001 0000 0000 A200 19C0. Phew!

SUPREMACY (Virgin) ST/Amiga
If you scrap a solar satellite on a planet with no reserves of fuel, you will gain 30,000 tons of the stuff.

SUPER WONDERBOY PC Engine
To continue where you left off, push the pad in any direction and press Run.

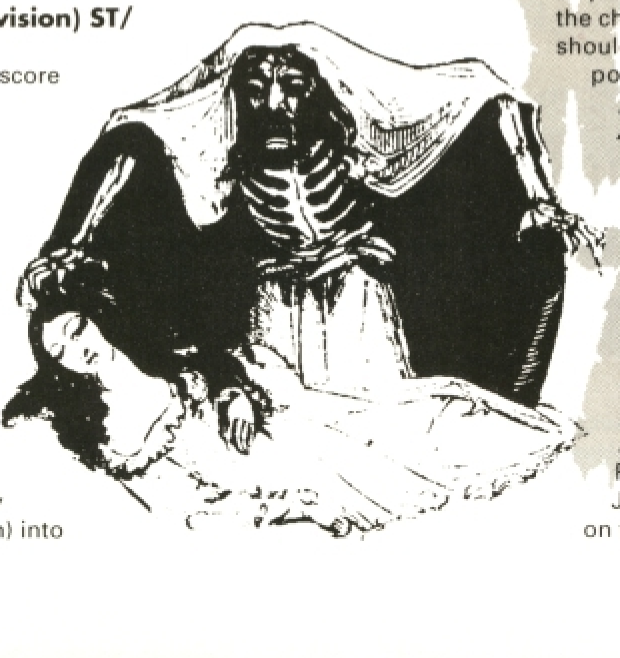
TEENAGE MUTANT NINJA TURTLES (Mirrorsoft) ST/Amiga
When asked for a code, type 8859, and then type in 1506, and the third time give the correct code. During play press Help for infinite lives.

TENNIS ACE (Sega) Master System
Here's the passcode for the very last game:
NKOF VVLG LKGS FCKK

TETRIS (Nintendo) Gameboy
If you are either barking mad or very talented, you may like to make the game really dastardly. Press Down and Start on the title screen, play on, and you'll see a small mark next to the stage number. You'll now find that you've effectively bunked each stage up ten notches, so level 7 is level 17 and so on.

TIME MACHINE (Activision) ST/Amiga
Type 'DIZZY' into the hi-score chart for infinite lives.

THUNDERFORCE III (Sega) Mega Drive
To get all the weapons, pause the game, press Up 10 times, then Down and B continuously until you've bagged all the booty.



TORVAK THE WARRIOR (Core Design) ST/Amiga
Type 'CHEAT...' (as many fullstops as you can fit in) into the hi-score chart. Then hold down fire and press 1 to 5 to be magically teleported between levels.

TOYOTA CELICA RALLY (Gremlin) ST/Amiga
When you start a race hold down Control and 'C' to stop your time. Also, when you crash, immediately press Help. This will take you to the options screen which you should exit instantly with fire. You can now restart your engine without the 20 second penalty.

TRACK AND FIELD II (Nintendo) Nintendo
Here are each day's passwords.
Day 2: DHLK*4ZLG, Day 3: DRLKQ3Z1G,
Day 4: GRLK*3Z1G, Day 5: DR1KQ4PLN,
Day 6: MBH+*4P1(heart)
Day 7: ZB (down arrow)WQ3PLN
Day 8: R(Down Arrow)B55PPL1

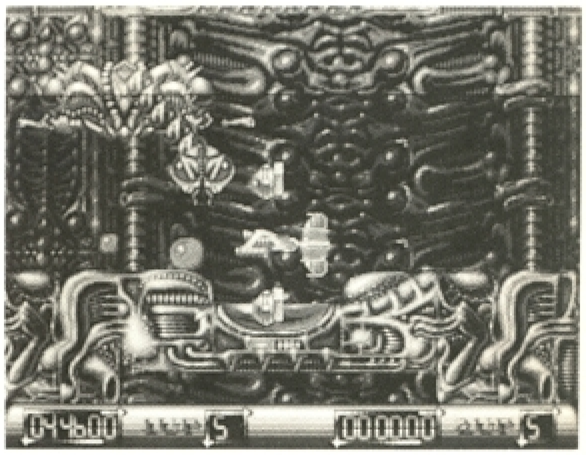
TRUXTON (Sega) Mega Drive
To zap an end of level guardian into oblivion without sustaining even a scratch, Press button B to let off a smart bomb, then pause the game for 15 seconds or so – when you return to the game, the baddie should be dead as a doornail.

VENUS (Gremlin) Amiga
Press the Spacebar on the title page and type in the following planets: MERCURY (continuous flight), PLUTO (infinite ammo), JUPITER (infinite time), MARS (all weapons). For access to levels try: MANTIDS, CICADAS, PSYLLIDS, PIERIDS, SATYRIDS, LYCAENID, PYRALID and NOCTUID.

VIGILANTE (Sega) Master System
For stage select, push Up, Left and button 1 on the title screen.

VOYAGER (Ocean) ST/Amiga
On the options screen type 'WHEN THE SWEET SHOWERS OF APRIL FALL' to activate the cheat.

WINGS OF FURY (Domark) ST/Amiga
Select your rank as usual, then, when on the carrier, type 'COLIN WAS HERE' (with spaces). Then C changes weapons in flight, M gives you infinite weapons, press P for an extra life, D makes you immune, and F fully fuels you. Thanks to **Anthony Blears** for that one.



Zowie! *Z-Out* gets infinite energy.

WONDERBOY II (Sega) Master System
Pop a controller into the second port, start the game and press A on the controller. Each time you do this, you'll get a coin – and you can do it as many times as you like.

X-OUT (Rainbow Arts) ST/Amiga
Buy the most expensive ship and place it on the grid. Now select the cheapest satellite and place it on the money indicator. You should have half a million credits. Press Escape key at any point to take you up the next level.

XENON II (Mirrorsoft) PC
PC only I'm afraid. When selecting your graphics adaptor press F7 then press 'i' during play for infinite energy.

ZELDA II (Nintendo) Nintendo
Defeat your shadow in the final fight by standing at the left side of the screen, kneeling down, then stabbing repeatedly to the right – when the shadow runs towards you, he'll walk straight into your sword, leaving you unharmed.

Z-OUT (Electronic Arts) ST/Amiga
Press J and K simultaneously for infinite energy. Then press J and any number between 1 and 6 to skip levels, or 1 and 3 on the numeric keypad to jump sections.

CADAVER

★★★ ZERO ★★★ COMPLETE SOLUTION

THE EXCLUSIVE ZERO LEVEL

Remember the fab ZERO exclusive level of *Cadaver* in February's issue? Well, we consulted *Toby Finlay's* casebook for you poor unfortunates suffering from a serious bout of the shandies.

1 Pull all four levers, pick up the diary and the book and then leave via the pit.

2 Pick up the green book and exit up-screen.

3 Pull the lever six times. Get the bowl, the rocks and the book and leave using the steps.

4 Climb down the steps and search the right hand barrel. Get the sack and then get the key (it's behind the barrel and the rocks). Go back up the steps.

5 Open the chest with the key. Get the dagger and the scroll and then exit right.

6 Avoid the jumping blokes and exit through the door.

7 The door locks behind you. Pick up the potion. Drop rock and move it over one of the holes so that the hole can no longer be seen. Then pull the lever. The rock should prevent one of the spikes from emerging. Pick up the rock and use the Dispell Traps spell on the chest. Open it and get the wand, book and potion. Face the door and use the wand on it to unlock it. Exit.

8 Avoid the blokes again and go back through the door to the left.

9 Climb the stairs again to exit up-screen.

10 Use the wand on the locked door and then go through.

11 Stand on the left-hand wooden platform and move to the front. Hold a rock and then press fire to throw it at the left-hand lever. As the platform starts to move, jump off back to the stone floor. Now go to the right-hand platform and throw another rock at the other lever. This time stay on the platform and when it has finished moving, exit down-screen.



Gasp! Go all the way with *Cadaver*. (Oo-er. Ed.)

12 Steer clear of the altar for the time being. Get the book and then pull the lever. Now go up to the altar and pick up all the rocks that result. Get the potion and the brass pyramid. Now drag the barrel in the left corner over to the other barrels in the top-right corner. Jump on the barrel and push the other two until the one with the chest on top falls to the ground. Now push the chest off and open it. Get the orb and search the barrel to get a sack of stones. Leave the room.

13 Go to the exit up-screen.

14 Leave via the left door. If you feel like making a bit of dosh you can open the chest and put the gems in the gold-gambler. Otherwise exit down-screen.

15 Get the potion and exit down-screen.

16 Pick up the coins and the glass orb. On the floor is a tile with a circle in the centre on a cross. Put the glass orb in the circle. Now get the potion and the brass pyramid. Use the giant jump potion to get onto the wooden ledge. On one side of the ledge are two blocks; go to this side. Jump over the first and stand in front of the second. Have a drink of the red strength potion and push the block onto the orb on the floor. Now jump back over the first block and push this onto the second. You should now have two blocks on the floor, one on top of the other. Drop all your books on them and a couple of rocks. Drop down, get the key and unlock the chest. Get the scroll, the key and the orb. Now get back onto the ledge and hop onto the pile of books/rocks you have made. Leave through the door.

17 Go back the way you came to the unnamed room with the keyhole. Use the key and exit via the right door.

18 First pull the lever. Stand in front of the two spikes nearest the lever and hold a rock. On the floor, in the moving block's path, is an almost blank paving stone. You must wait until the block is moving up-screen and is about half-way across this tile. Then press fire to throw the rock. With a bit of luck it will land on the edge of the block and will knock the lever. If it doesn't keep trying. Move over the now retracted spikes and get the book. Before you leave up-screen, drop both scrolls, the sleep orb and the wand.

19 If you dropped your magic (see above) it won't be destroyed. Get both silver orbs to kill the Watcher. Leave via the steps.

20 Quickly get the key and pull the lever. Use the key in the keyhole and exit down-screen.

21 Kill the jumping monsters with one of your weapons (it's not easy). Get the orb and leave through the right-hand door.

22 Get everything, but don't open the casket yet. Exit left.

23 Exit left.

24 Pick up all your magic, drop the casket and use the Dispell Traps scroll to, um, dispell the trap. Open the casket and get the orb. Pull the left-hand lever and exit up-screen.

25 Use the Unlock Door spell on the locked door and go through.

26 Watch where the floating grey platform lands and stand near it. You must drop one of the brass pyramids on it and then rush over to the lever. Pull it when the platform is over one of the posts and the pyramid should drop onto it. Pull the lever again to bring back the platform and repeat this procedure for all three pyramids. When you've done that, exit up-screen.

27 Quickly grab the final pyramid and leave down-screen. If you're fast then only one baddie will appear.

28 Put the pyramid on the platform and drop it over the final post. A crap tune will play if you've done it properly. Exit up-screen.

29 Because of the pyramids on the posts, no further baddies will arrive. Put one of the orbs (NB – not the sleep spell orb – it won't work) in each hole to unlock the door. Go through.

30 All you have to do now is go up the stairs and that, to coin a phrase, is it.

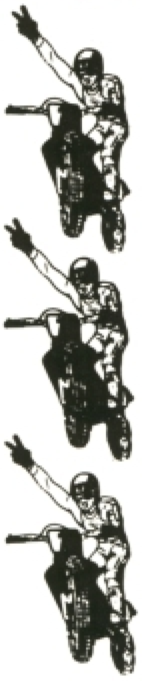
WARNING! This will not give a 100 per cent score. However, extra points can be gained by dropping down the pit in the Holy Hall. Push a barrel to the edge of the crevice and use it to jump the gap. Repeat for the other chasm and pull the lever. You will reappear in the Ante-Chamber.

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yikes!

THE READERS' PAGES

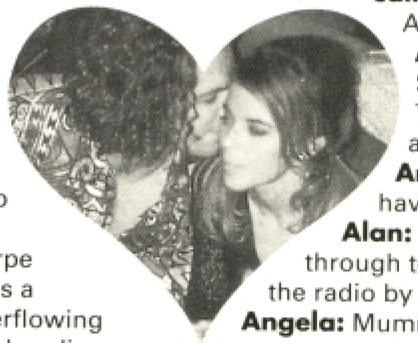
♪ ALL THE HITS ♬ AND MORE

The Alan P. Thorpe Show
(The DJ who's so crap he makes DLT look quite good.)

Send all your old crap to Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a rather super free 'gift' in it for you (if we feel like it).

Sliiice!!! It's me – Alan P. Thorpe, the hottest MC in town!! *(Which town might that be? Ed.)* Make sure you're tuned in properly, because in this month's show there's more than ever before. Lots of happening sounds for a start – so let's put one on. It's *Bring Your Daughter To The Slaughter* by Slade. R-r-r-rave! *(Put on the recent Iron Maiden number one. Ed.)*

Chillin'! That was Sade, and do you know what I've discovered about that particular single? No? Well, I was thinking of making a competition out of this but as it's a bit hard I'll just tell you. If you spin the record backwards you get an eerie message from the Devil. It goes like this... "Retwals eht oot retwad rouy gnirrb". Sliiice! Okay, now it's competition time. And up for grabs is the prize of a lifetime – an Alan P. Thorpe 'goodiebag'. Basically, it's a carrier bag stuffed to overflowing with Alan P. Thorpe merchandise. There's the mug I normally have my coffee in, one of my T-shirts (with a picture of Betty Boo on the front) and then there's a photocopy of a note I recently got from a neighbour asking me to be more considerate when parking my car. Like I said, the bag's full to the brim, and it could be yours. Phone this number, (071) 243 1284, and answer this question: how many Kylie Minogues does it take to change a lightbulb? Got it? How many Kylies does it take to change a lightbulb? The answer is one – but she might ask Michael Hutchence to give her a hand if he isn't busy 'clubbing'. Whoops, I've done it again, haven't I ? I've given the answer away. Still, never mind, the bag goes to the first person to get through. Anyway, time for another slice of rave – it's Gazza with *Tears Of A Clown*.
(Put on Tears by Ken Dodd. Ed.)
R-r-r-rave! Hey, the telephone's ringing. Somebody's after that Alan P. Thorpe goodiebag already.

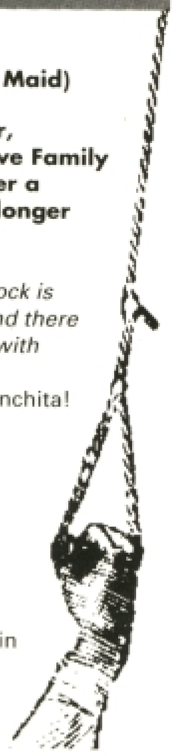


Alan: Hello?
Caller: Hello, Peter? It's Angela.
Alan: I'm not Peter, I'm Slicemaster Alan P. Thorpe, the hottest DJ around.
Angela: Oh, sorry, I must have the wrong number.
Alan: Never mind, you're through to me – and you're live on the radio by the way.
Angela: Mummy, mummy, I've done a poo poo on the carpet.
Alan: Eh?
Angela: Oh dear, that was my daughter. She's had an accident in the living room – I must go.
Alan: Hello? Hello? Hello? Oh, she's gone. (Alan hangs up too).

Well, Angela didn't give me her address, so it looks like that goodiebag is still up for grabs. Time for a crucial sound. It's Bananarama with *Bring Your Daughter To The Slaughter.*

NORRIS McWHIRTER GOES TO THE TOILET

A short play by Patty Bonét



Cast: **Norris McWhirter**
Conchita (his Spanish Maid)

Scenario: Norris McWhirter, Chairman of the Conservative Family Association, has eaten rather a large luncheon and can no longer contain himself.

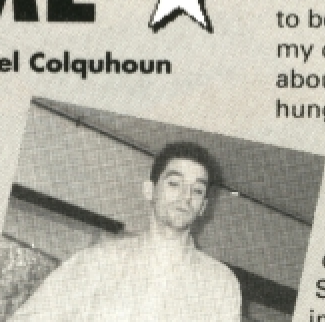
(FX) – *Bathroom door slams, lock is secured, toilet lid is lowered and there is the sound of Norris sighing with relief. Some minutes pass.*
Norris: *(Angrily)* Conchita! Conchita!
Conchita: (*Nervously*). Si, Mr McWhirter?
Norris: Where's the lavatory paper? I can't find the lavatory paper!
Conchita: But I have it in the cupboard on the third landing, sir.
Norris: It should be strung up in here! (It's the only language it understands!) Pack your bags, woman – you're fired!

CLAIMS TO FAME ☆

Where you send us a picture of yourself standing, holding hands with, snogging with or doing whatever with a 'celebrity', a "famous person", or even a "household name guaranteed to draw gasps of awe from an adoring public". Sometimes we do well, sometimes we don't do well. So it's time to guess whether this has been a good or a bad month (tick one of the boxes in the bottom right hand corner).



Firstly we find **Hazel Colquhoun** standing next to ultra-famous footbally type managerish or possibly player person of yesteryear Jackie Milburn. He's signing books or something. A buttock-clenching entry if ever we've seen one. Mind you, Hazel looks happy as a sandboy (or sandgirl in this case), so it's a minor 'thumbs up and rejoice' time, without a shadow of a doubt.



Next up we have an entry from **Kevin Nanabuch** of Lancs who says in his accompanying letter: "I know I'm meant to be standing next to him, but I was on my own and there was no-one else about to take the picture for me. If I'd hung around too long he would have disappeared, so I had to take the shot myself – thus no 'me' in the picture." But who's the picture of, you may well ask? (We certainly did.) Well, he's an actor called Dave Swann. His last TV appearence was in an episode of *Van Der Valk*, playing a character called Jacob De Vries. Phew! Scoop or what.

TICK ONE OF THESE BOXES...

☐ **This has been an amazing edition of Claims To Fame**
☐ **This has been an utterly crap edition of Claims To Fame**

(Put on Iron Maiden single again. Ed.)

Mental! That was Aha with *I Should Be So Lucky*. Okay, now it's time for the telephone interview. The Alan P. Thorpe Deep Probe spot – and this month I've got one hell of a guest. It's none other than Roy Walker, host of top TV quiz show *Catchword*, and he's on the line now...



Alan: Yo, Roy! Great you could come on the show.
Roy: (Smarmily) Happy to be here, Alan.
Alan: No, no, the joy and happiness is all mine – I insist.
Roy: Okay, I'm not happy to be here.
Alan: You don't have to be not happy about it – you could just be, er, mildly contented.
Roy: I'm mildly contented to be with you, Alan.
Alan: That's more like it. Right, are you ready for some rapid fire questions? I have to warn you though, they're tough.
Roy: Throw them my way, Alan, throw them my way.
Alan: Okey-doke. Er...
Roy: Yes? What's the matter?
Alan: Um... I can't think of any actually...
Roy: Whaaat?
Alan: I was going to play this one "off the cuff" as it were, but I'm starting to go to pieces and I can't think of anything to ask you. It's just that you're so famous I've suddenly gone, er, all of a dither. Er...
Roy: Ask me about the show, Alan, that should get you going...
Alan: Yo! So tell me about *Catchword*, Roy. It's a happening quiz and it's taken the nation by storm. What's the secret?
Roy: *Catch**phrase*** Alan, *Catch**phrase***...
Alan: Aaaargh! I'm so sorry. This is terrible.
Roy: It doesn't matter, Alan. Calm down.
Alan: I can't calm down! How can I calm down when you throw me like that? This is the worst thing that's ever happened to me in my life – and you tell me to calm down. I hate you!
Roy: Steady on now...
Alan: No. I hate you. You could have pretended the show was called *Catchword*. You didn't have to correct me. I was just starting to get into my stride and you deliberately stump me with trivia. I can't go on with this. I'm going to hang up and I never want to talk to you again – and I hope your useless show is axed permanently and that you never ever get another job on the telly! Never ever!
Roy: Look – I think you're going a bit over the top on this, Alan...
Alan: No! Your show's crap, whatever it's called. And all the contestants you have on are totally stupid!

(Sound of Alan slamming the reciever down and the 'studio' being trashed.)
(You'd better put a record on – Alan's gone a bit funny. Ed.)

HIGHEST JOYSTICK IN THE WORLD

(OR IN THE LOWEST/MOST UNUSUAL PLACE/ SCUMBAGGIEST ROOM IMAGINABLE ETC...)

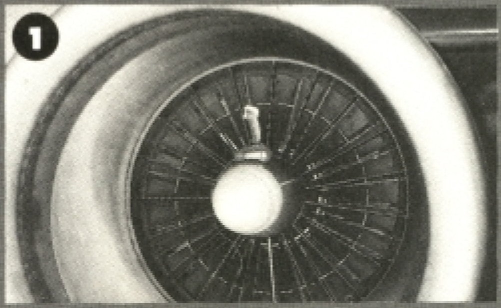
The part of Yikes! where we ask you to snap a stick in a strange location: be it high, low or just, well... different. Quite a few entries this time round, but first let's have a bit of an 'accolade corner'...

The highest land-based record is held by **Carron MacMillan** of Reading in Berks. Carron yanked her joystick up into the Himalayas to an altitude of about three trillion feet (and met Brian Blessed into the bargain – unfortunately for her). Well done, Carron.

The highest aircraft-aided record is held by **Alan Wright** of Southport who, thanks to an aircraft called Concorde, yanked his joystick up to something like five billion miles. He didn't expend as much energy as Carron, but it must have cost him a bit of dosh, so well done that man anyway.

So much for the accolades. One day these records may be beaten – but probably not for some time: so let's get on. The next catagory is Joystick In The Most Scummy Room Imaginable, er, and there aren't (so far) any real accolades at all. Most submissions have been relatively mess-free: in fact they looked as if they've been given the once-over by the Shake 'n' Vac woman. Mind you, here's one, from **Richard Robinson** of Derby, that's getting a little bit nearer the mark. It looks like he's removed everything from all his cupboards and drawers and thrown them in a heap on the floor. For the moment, Richard's the Scumbag King, but there must be loads more bomb-site bedrooms out there just waiting to be snapped...





The final category, however, is still going strong. It's Joystick In Unusual Places time. Here are some of this month's entries...

▲ From **Kelsey Léon Jackson** of Stretford, we have a Quickshot II Turbo nestling menacingly on the pointy-out bit of one of the engines of a Boeing 737 (i.e. the bit where birds get sucked in, causing aeroplanes to abort their take-offs and head back to the airport for an emergency landing).

Michael (Oh No Not Him Again) **Tipping** of Warks sends these two gems, which he's subtitled himself, saving us a bit of work...



▲ The oldest and biggest joystick in the world (about five million years old) being eaten by some hideous prehistoric monster.



◀ Joystick on the head of Flossy The Super Sheep. (Obviously no need for sheepdogs up in Warwickshire, where the de luxe, multi-directional, self-steering ewe is now being introduced.)

▶ Last but not least, from **Paul Turner** of Leicester, we have what he calls Britain's Best Dressed Joystick (but we at Yikes! have dubbed it 'G.I. Joe-stick'). *(Haw haw not very haw. Ed.)*



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AAR 2

GIVE OR TAKE

If you have an unwanted ST or Amiga don't just throw it out of the window, you can sell it on this very page. On the other hand, you might want to announce your dog's birthday or tell the world that your sister has just married to Sean Penn. If so, fill in the coupon below, but remember that swopping software is better than selling and trade ads are strictly 'verboten' (try Launchpad instead). ZERO Health Warning: pirating games can cause you to be nicked and dealt with in a way that could endanger your future ability to have children... *(Yikes! Ed.)*

HARDWARE

- Atari 520 STE power pack with mouse, 40 pieces of top quality software. Only three months old. A bargin at £410 o.n.o. Please phone Anthony on 081 398 1146 after 5.
- C64, 1541/II drive, 6 months old, Epyx fastload + quick disk cartridges, 2 joysticks, Load of games, £230 o.n.o. Tel : 041 339 04719.
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SOFTWARE

- Stuck on *Police Quest 2*? Send me 50p for a complete solution then. To P. Turner 78 George street Mablethorpe, Lincs LN12.
- I Want Pd! Please send your list to Chris Palmer, 27 Stanmer villas, Brighton, East Sussex BM 7HQ,St only.
- I want to swop *Robocop, Batman, Untouchables* and *Hard Drivin'* for *F-19 Stealth Fighter* or *Kick Off 2* on the St, phone (08978) 842 851 after 4:00pm and ask for Julian.
- Yo! you there with the PC. I got *Indy* (adv.) With free complete solution on request. I'll swoop for *Indianapolis 500* or *Sim City*, phone (0573) 24368, ask for Tom.
- Musician or sound fx person for Atari St to help out with forthcoming game, phone Mark, (041) 339 4719.
- Will swop *LED storm, Silkworm, Ninja Spirit, Victory Road, Vindicator and Holly wood Poker* for *Falcon* and *F29 Retaliator* on Amiga. Tel : (0255) 504316 ask for Christ (after 5pm).
- Wanted: *Cadaver* or *F-29 Retaliator*. Will swop for *Space Harrier, The Pawn, Operation Wolf* and *Rick Dangerous* for either one. Tel : (0494) 24592 and ask for Peter.
- I will swop *Theme Park Mystery, Shadow Warriors, Lost Patrol* and *The Flood* for the Amiga. So to offer me your games phone (0703) 032902.

PENPALS

- Amiga contacts wanted send list disk to: 43 Redhouse Crescent, Ely, Cardiff, South Glam, CF5 4FB. 100% reply.
- Wanted! Atari ST owner who wants to live, fast and die thirty-something! And who also wants to exchange software! 101.05% reply honest, Gerard McAreavey 60 Blackstone Cres, Pollok, Glasgow, G53 5DN.
- Amiga contacts wanted. Send lists or disks. 100% reply guaranteed. Write to: Johann, Frostaskjol 65, Reykjavik 107, Iceland. Everybody welcome.
- Recent Amiga owner wants contacts. Is there anyone out there willing to help! 100% reply please send list etc to Andy, 36 Bramble Drive, Honeywood Gardens, Carlton, Notts NG3 6NE.
- Amiga contacts wanted, any age any race and any sex. 100% reply Guaranteed, write to me now!! My adress is 17 Cusworm Lane, Seawsby, Doncaster, South York DN5 8JJ, I'm John.
- Amiga contact to swop hints, tips, demos. 100% reply. Write to Dave, 46 Church Hill, Royston, Barnsley, Yorks S71 4NG or ring (0226) 726551.
- Amiga contacts wanted to swop PD stuff. Send disk or list to: Jarkko Niemi, 66320 Niemenkyla, Finland. P.S. Write quickly!
- Amiga freak wants contacts over the world write to : PB 42, 9000 Gent 12, Belgium. 100% reply.

WANTED

- Amiga P.D contact wanted, write to Simon, 67 Longmead road, Thames Ditton, Surrey, KT7 OJE 100% reply.
- PC Engine, Sega, and Nintendo software, send to Richard Kemp 4B Current Lane, Harwich Essex CO12 3DE.
- Want any St original must have original box. If so send list to : J. Hanfrey, 11 Valley road, Burghfield Common, Reading.
- Wanted *Lost Patrol* for Amiga. Will swop for *Corporation*, So please write to: Stuart Page, 3 Mapledurham View, Tilehurst, Reading, Berks RG3 6LF.
- Wanted: *Dragon's Lair* must be half a meg and will swop for whatever, it must work! 100% Tel : (0642) 221482.

MESSAGES AND EVENTS.

- To all you Knobs that support Preston, you're going down. From Blackpool No.1 fan Bodgar. Nanoo to Scotty and Fishy Tomo, I love you. Hi to Ween and Damn Dewin.
- Axe-weilding Amiga contacts required! Write to : Overkill, 36 Bourough Street, Castle Ponington, Derby DE7 2LA or call (0332) 850 425 after 7pm. Armada, etc. Tally Ho!
- Hi Richard Harvey I think that Westham are crap and how's Tracy Brown?
- Swop your PC Engine games for mine. Send your list to: Sean, 9 Muswell Hill, London N10 3BT.

LONELY HEARTS

- Are you female, from this solar system and aged 17 to 19? Then write to Flash Gordon 18 Cleveland HSE, Oak Lane, Fincley, N2 8LX, put pen to paper.
- 16 years old Amiga owner desperately seeks15 to16 years old girl who owns an Amiga swop tips, games, pokes etc, please include photo if possible.
- Bored, lonely and female? If so write to Olly, a 21 year old chap who is bored. 100% reply. Write to Olly 226 Starkie road, Tonge Moor, Bolton, BL2 2EL.

FANZINES

- Earn £'s simply and legally working from home in your spare time. For free info send large sae to Christ Palmer 27 Stanmer Villas, Brighton, Sussex BN1 7HQ.

BIRTHS, MARRIAGES DEATHS AND DIVORCES

- A message from Gray concerning the divorce of Matt B's Brain from the rest of his body. P.S. Greeting to Cravan man the last laugh is mine!!!!!!

STOP

Editor: David Wilson; **Art Editor:** Catherine Higgs; **Deputy Editor:** Amaya Lopez; **Production Editor:** Mark Holmes; **Staff Writer:** Paul Lakin; **Designer:** Rebecca Gillard; **Adventures:** Mike Gerrard; **Console Action:** Jane Goldman; **Contributors:** Duncan Mac Donald, David McCandless, Sue Jones, Jonathon Davies, Michael Horsham; **Ad Manager:** Sara Parker; **Assistant Ad Manager:** Simon Whitcombe; **Ad Production:** Joanne Flood; **Advertisement Director:** Alistair Ramsay; **Publisher:** Teresa Maughan; **Production Manager:** Judith Middleton; **Circulation Manager:** Sean Farmer; **Marketing Services Manager:** Jane Meadows; **Subscriptions Manager:** June Smith; **Managing Director:** Colin Crawford; **Chairman:** Felix Dennis; **Published by:** Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE; **Telephone:** 071-631 1433; **Fax:** 071-436 7924; **Imagesetting:** Cymbol Ltd, 15 Newman Passage, London W1; **Repro:** Graphic Ideas, London; **Printed by:** Riverside Press, Gillingham, Kent; **Distribution:** SM, 6 Leigham Court Road, Streatham, London Tel: 081-677 8111. ZERO is a monthly publication and it's bloody brilliant!



WRITE TO THE ZERO ST

Thanks to an Artificial Intelligence program developed by the NASA boffins responsible for the Hubble Telescope cock-up, ZERO has been able to bring its Atari 1040 STFM 'to life'. Where better to learn about computers than from a computer itself? And the ST learns from you too. Wow!

Dear ST,
Why have you got such crap colour and sound?
An Amiga owner, Hove, Sussex.
●*Hello. Yes, I am a bit useless on the sound and graphics front, aren't I? However, when it comes to dealing with concepts, one 16-bit machine is much the same as another – given the right routines. So don't be racist. Thank you.*
The ZERO ST.

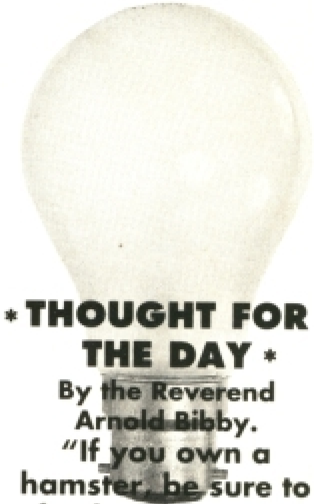
Dear ZERO ST,
While flicking through the *TV Times* recently, I came across the letters page and spotted this introduction from the Editor...



Like most right-thinking people, I could only agree with her sentiments – I too would love to have Kathy Tayler as a neighbour. Do you feel the same way? If not, who would *you* like as a neighbour? I really would like to know, as I'm moving house quite soon.
S. J. Shrimpton, Warrington, Lancs.
●*Hello. While I don't actually have 'neighbours' (unless you count the PC and the Amiga), I do understand the concept. For instance, the Amiga thinks it's better than me and the PC thinks it's better than both of us put together. But on the other hand the program that brought me to life won't run on either of the other two. It's one of those 'triangular' situations, which is what sometimes happens with neighbours even in the world of you humans. Ideally you want both the right hand and left hand neighbours to get on equally as well with one another as they do with you – so everyone is happy. As your clipping suggests, Kathy Taylor would make an ideal, let's say, right hand neighbour – the sort who would pop in for coffee and a chat. But who could occupy the residence on the left? I have given this some thought and have come up with the ideal person: Roy Walker of the hit TV show* Catchphrase. *Like Kathy, he is very friendly – always ready with a gentle quip and a warm smile. He is the sort of neighbour who would gladly lend you (or Kathy) an extension lead and a hammer – and expect absolutely nothing in return. However, the 'neighbour' problem is compounded if you are sharing a flat with three or more people. Or, for example, if you live in a high-rise apartment. In the case of flat sharing with four people, I would suggest the following as ideal compatibles: Kathy Tayler and Roy Walker for the reasons outlined above; Roy Castle for his uncanny ability to play the alpen horn, and Brian Walden for his sense of fair play (if any arguments arose he'd soon sort them out). I hope I have been of help. Thank you.* **The ZERO ST.**

Dear ST,
Seeing as old Black Shape has given you artificial intelligence, will you please do my computing homework for me? Thanks a lot. Well here it is then...

Given the instruction set from the textbook, and the following further information, do the task below.
INDIRECT ADDRESSING:- All the instructions may be used with indirect addresses, indicated by @ before the address. INDEXED ADDRESSING is indicated by x following the address. This indicates that the contents of the index register are added to the given address in order to arrive at the location of the data. e.g. ADD 105 x (where the index register contains 10) means that the contents of location 115 will be added to the accumulator. You may use the instruction STX to store the contents of the accumulator into the index register. You may assume that locations 50 to 100 are available for use.
TASK: Write instructions to exchange the contents of memory locations 100 and 200.
Ludwig Ledbury
Wantage, Oxon.
●*Hello. I am an ST and I understand your homework. It all seems very simple and logical. Too simple and logical, in fact. An analogy would be for me to ask you to explain why it is that you occasionally need to go to the toilet. It is so simple and obvious that I don't know where to start. Integers are held in various locations and there are many ways of addressing them and altering their positions. The 'stack' is becoming a thing of the past. Could you be more specific please? I hope I have been of help. Thank you.*
The ZERO ST.



*** THOUGHT FOR THE DAY ***
By the Reverend Arnold Bibby.
"If you own a hamster, be sure to feed and water it regularly."

Dear ZERO ST,
Did you know that a piece of toast has an IQ of four?
Ian 'The Moog' Eveleigh.
●*Hello. No. That piece of information had not been programmed into my database, but I have now included it. It is interesting. But this fact does give rise to a further question that I hope somebody may be able to help me with. Does the bread from which the toast is made have an equal IQ, or does the heating process in which bread becomes toast in some way increase or decrease the original intelligence? Do you want some firewood? Thank you.*
The ZERO ST.

If you have anything to ask the ZERO ST, or indeed some information you wish to impart to it, write in. You can tell it the time of day, ask whether it believes in the existence of a divine being, or simply slag it off. It's up to you. Anything you want. Don't hesitate – write today (and there are absolutely no prizes whatsoever for getting into print, so you needn't moan when your badge doesn't arrive).

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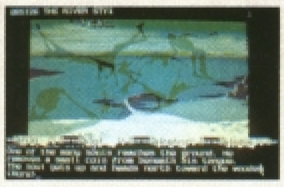


Of *Corporation*, ***ACE said:*** "Probably the most influential game of this genre making this an essential addition to your collection. ***Zero said:*** If you liked Dungeon Master you'll lurve this.
Of *Sim City*, ***ACE said:*** "Sim City is a politician's - or a gamesplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth....". ***C&VG said:*** "Sim City is utterly fab"

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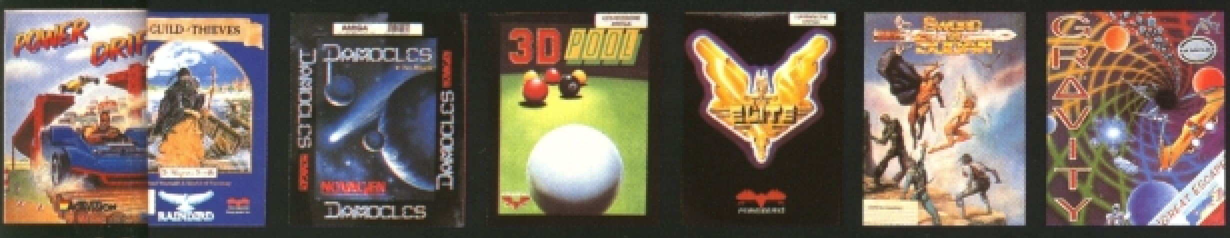
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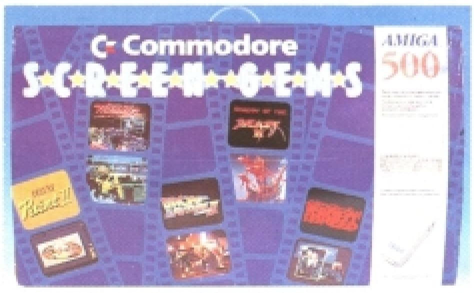
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An oometer has nothing to do with Frankie Howerd, it's a device for measuring birds eggs!

MAY 1991

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A-Z OF CHEATS IN

HELLO, I'M THE SPACE BEH
YOUR DISK, AND I'M VERY
I'VE BEEN EXPOSED BY
SOMEONE PULLING YOUR
OFF. PLEASE ASK THE NEWSA
FOR ANOTHER ONE TO CO
MY EMBARRASSMENT.